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BRITAIN'S ONLY WEEKLY COMPUTER AND CONSOLE GAMES MAG

GAMES-X

27th June-3rd July '91

Issue 10

Amiga • Atari ST • Consoles • C64 • PC • Spectrum • And more...

COMMODORE 64, AMSTRAD CPC, SPECTRUM OWNERS LOOK!

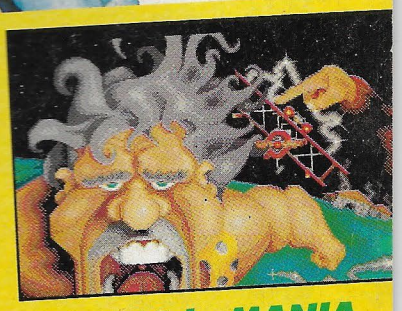
★Collect the disks & get free software for your machine – See page 10!

★PLUS! Four pages on the C64 and Spectrum

MARIO VERSUS SONIC

EXCLUSIVE SONIC REVIEW!

F-14 TOMCAT p.18



MEGA lo MANIA

THE MAG WHICH BRINGS TO YOU THE OFFICIAL GALLUP CHARTS

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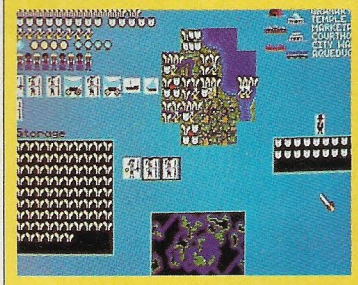
CIVILIZATION

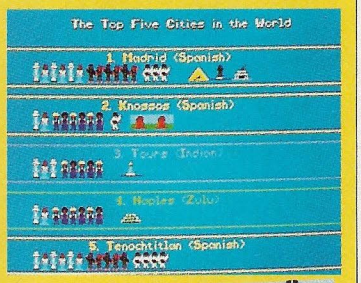
Microprose has announced that one of its top designers, Sid Meier, has almost finished his latest masterpiece. The guy behind classics such as F-19 Stealth Fighter, Gunship and Railroad Tycoon is in the final stages *of Civilization*.

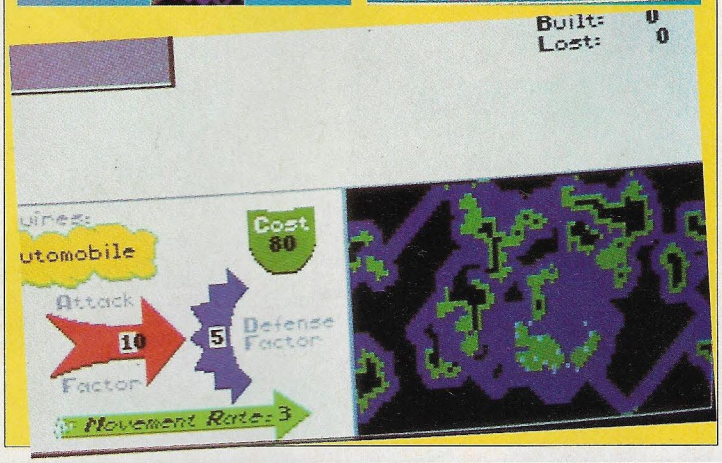
The simulation begins in 4000 BC and it's the players job to create an entire civilization from a small nomadic tribe. As the original tribe grows, smaller groups can be sent to seek new peoples, territories and trading agreements. Tribes will be successful if players can balance issues such as economics, politics and defence. The game can take place on a map of the real world or computer generated landscapes.

The goal of the game is to survive from the early beginnings through to the present and into the future. Players may run into problems such as both nuclear and reusable energy in modern, or even historical characters such as Napoleon or Ghengis Khan.

Initially available on the PC, Microprose's Civilization will appear around October time. ST and Amiga versions should follow sometime early in 1992.







SON OF ZEUS

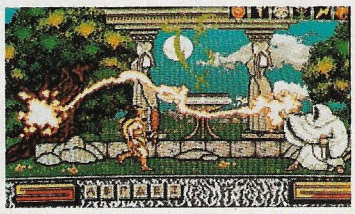
At school, Greek mythology bores the pants off one and all. However, the subject which can cause classrooms full of glum faces can also be a source of

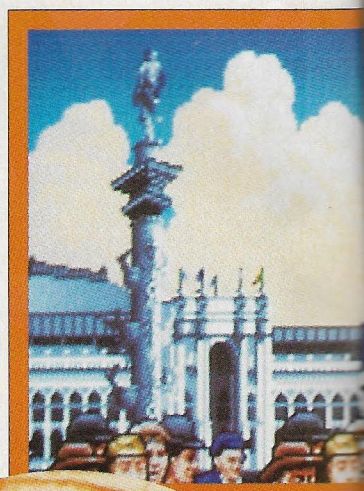
gripping stories, incredible characters and mythical creatures.

Son of Zeus is the game to play! Set in the mythical lands surrounding the Mediterranean, in the times when the haunting voices of the Sirens lured sailors onto treacherous rocks and Minotaurs gouged many a heroic chest in deep, dark labyrinths.

You are Herakles, the mortal son of Zeus and your task is to rescue the trapped gods from the evil powers of Kaos, deep in the foreboding terrain of Mount Olympus.

Son of Zeus features over 40 monsters, which are represented by

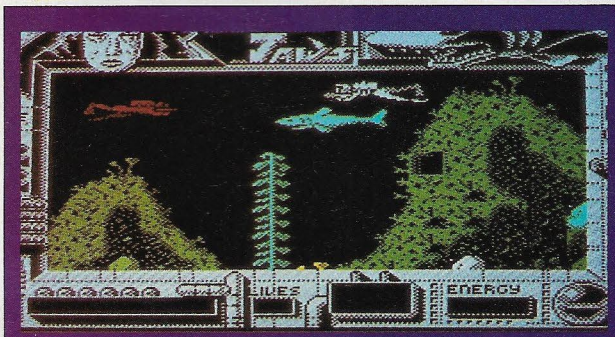


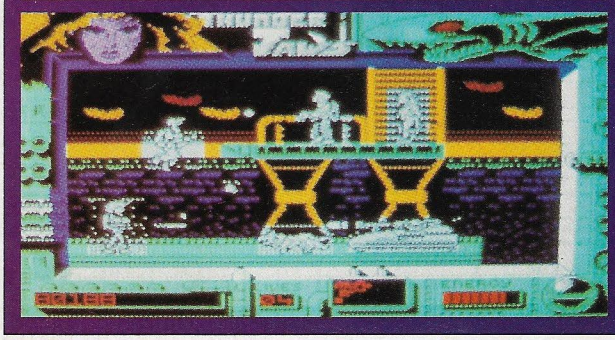


massive and wonderfully drawn sprites. The sinister atmosphere is further heightened by incredible sound effects, the hissing of snakes, the roar of cyclops and even the gentle singing of dolphins. Perhaps most terrifying is the creaking, clanking metal warrior.

Son of Zeus combines a colossal and fierce battle against every mythical beast you can think of, with a puzzling and absorbing element of adventure and discovery. Homer's descriptions of the

THUNDERJAWS



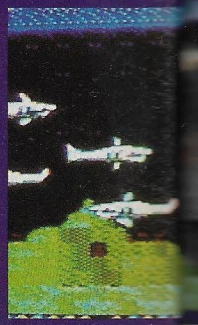


Converted from the Tengen coin-op favourite of the same name, *Thanderjaws* is an arcade game with a difference. After the disappearance of dozens of women in the region of Madame Q's subterranean hideout, you set out to find out where they've gone.

Rumour has it that the hideous Ms Q is carrying out human experiments to create a race of Lizard women. Your mission in this furious shoot'em-up is to infiltrate the base and destroy the weird bunch of guards that defend it.

Armed with an Uzi and a flamethrower, blast the metallic scales clean off cybernetic sharks and other fish-like cyborgs. Each level has two sections beginning with an undersea romp and culminating in scary volcanic caverns which lead to laboratories in Aqua City. Computer-controlled gun turrets mines and bombs make life interesting as your desperate assault ensues.

The game has been designed by The Kremlin and is due for release at the beginning of July on eight and 16-bit formats.



MARTIAN DREAMS

Martian Dreams has what is arguably the most graphically impressive intro sequence ever produced – and that includes Cinemaware's best – which describes the story of astronomer Percival Lowells. This is the latest creation from game veterans Origin, and is due for release under Mindscape's Lord British label.

The space mission, set in 1893, looks remarkably like one of those adventure movies starring the painfully thin Peter Cushing and the woefully chunky Doug McLure. The expedition goes horribly wrong when the space cannon accidentally goes off, but what's worse is that some of the most famous dignitaries and celebrities were on board at the time, having a shufty.

The celebs included Mark Twain and Sigmund Freud – imagine no Tom Sawyer to read and no strange revelations about the relationship between you and your ma? Time switches to the present day where a professor and his assistant discover that they must return back to 1893 to rescue the celebs from the dangerous Red Planet, Mars.

The action is primarily Origin's distinctive overhead view and incorporates various weaponry and tools to equip each character with – you must save the stricken VIPs!

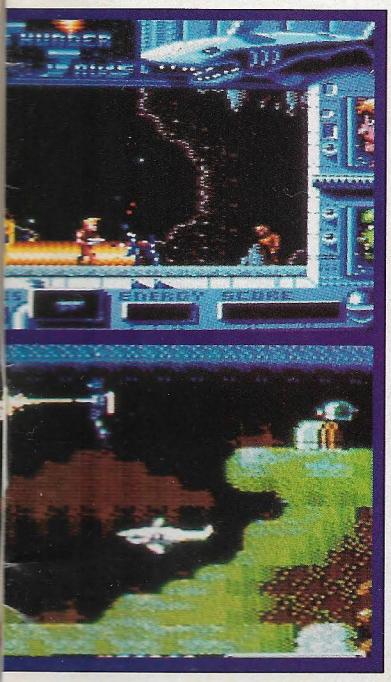
Martian Dreams is a slick and powerful product not to be missed by adventure and RPG fans.

mystical lands is recreated with great attention to detail and the beasts, such as the Medusa, Cyclops and Minotaurs are fearsome adversaries in this all-action game.

The main adventuring objective in Son of Zeus is to find 12 pieces of the shattered stone which holds a secret power of the gods.

As you move towards your quest, monsters lie in wait and you must slay them before continuing. For a battle scene, the screen switches to show a side view of your adversary and it is only now that you can identify the foe. The battles are fiercely competitive – serpents lurch and lunge with real venom, while the warriors jab viciously at you with long spears.

Look out for Son of Zeus in August.



SUPER SPACE INVADERS

Favourite coin-op, Super Space Invaders, is due for release on the Sega Master System in November. This conversion of the Taito coin-op smash promises to be an exact facsimile of this updated Invader blast, with all the whistles and bells such as multiple pick-ups, varied back drops and literally hundreds of alien attack patterns.

Aptly enough, Domark is calling the game Invaders '91, to ensure that us simple folk don't get it confused with the ancient game of the same name which launched this whacky industry.

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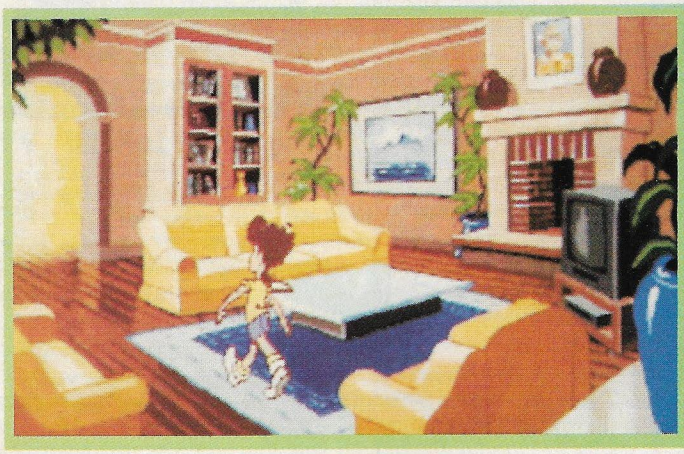


WILLY BEAMISH

Enter the wild and whacky world of Willy Beamish. Both adults and children alike will love Willy's zany and madcap antics. His peculiar family and the host of geeks, freaks, animals and creeps that will have games players rolling around the floor laughing for hours on end.

It's your task to help our hero, Willy, to wheedle his way to the first prize as he tries to become the neighbourhood skateboard champion.

Keep your eyes peeled for Sierra's *The Adventures of Willy Beamish* this winter. Programmed by the team responsible for Dynamix's smash-hit, Heart of China, the game will appear initially on the PC. Once again, both ST and Amiga owners will be catered for at a later date.

RADIO LUXEMBOURG

Here it is at last details of how to get in on the 'The *Games-X* Games Show' on Radio Luxembourg – the first ever dedicated radio show for computer games players sponsored by Britain's newest games magazine.

The one hour shows will be broadcast between 9 and 10pm on the 9th, 16th, 23rd and 30th July, all of them Tuesdays. The show on the 9th will be concerned with sports games, driving simulations, and combat type fighting games.

On the 16th July the show will feature flight sims, land/sea sims and strategy games. The 23rd July show will delve into the excitement of shoot'em-ups, arcade adventures and arcade strategy games, while the final programme looks at puzzle, platform and 3D games.

Each programme will be a mixture of music, games reviews and competition phone-ins. There will be three phone-in compos per show and you will be invited to refer to that particular week's issue of *Games-X*. Turn to the Game of the Week and if you are lucky enough to be talked to on-air, you will be asked a multiple choice question on those pages. The prizes will be a copy of the best game featured in each category discussed during that particular show, plus baseball caps, T-shirts, badges and similar memorabilia.

Just wait until the DJ says phone and dial **010 352 1381** as fast as your digits are able – remember it's first come, first served.

For those without access to a phone there will be a weekly draw for the same prizes as the phone-ins. To enter for this all you have to do is send in a postcard now to: **The *Games-X* Games Show, Radio Luxembourg, 74, Newman Street, London W1P 3LA.** Both the competitions are open to everyone.

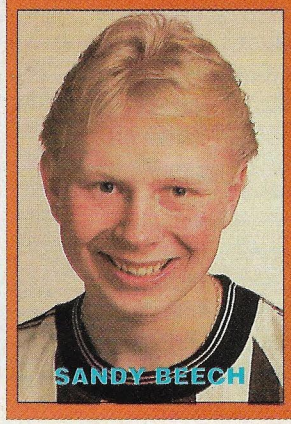
Radio Luxembourg has been around for quite a while now – it has to have been I remember listening to it when I was a teenager – and was the proving ground for such personalities as Jimmy Savile, Noel Edmonds and David 'Kid' Jensen. The two DJs hosting the shows are Sandy Beech and Shaun Tilley.

Shaun is a tousle-haired 20-year-old, who first worked in radio as a hospital DJ in Swansea seven years ago. At 16 he was invited aboard Radio Caroline, and a year later joined Hereward Radio as one of the UK's youngest full-time broadcasters. He had spells with other local radio stations, but it wasn't until last year that he hit the big time with Radio Lux.

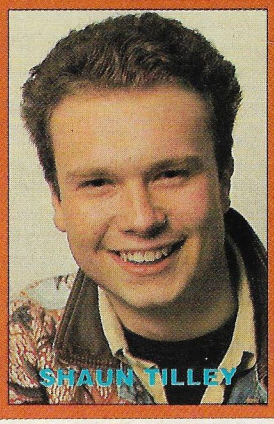
For some strange reason Shaun lists jogging, eating pasta and watching movies amongst his hobbies.

The other Games Show host is a very young looking Sandy Beech – certainly makes me look like a pensioner. This guy is a 19-year-old Yorkshireman who also started out in hospital radio at a tender age. His first job at 16 was as assistant to James Whale on Radio Aire where he stayed for 18 months. After a highly successful period with Yorkshire Radio and then Atlantic 252 in Ireland, Sandy moved to Radio Luxembourg this year where he hosts shows on the station's new daytime service.

The *Games-X* Games Show couldn't be in safer hands, so on Tuesday 9th July at 9pm tune in to 1440KHz, or 208m on older trannies, for a bit of serious listening. Don't miss it!



SANDY BEECH



SHAUN TILLEY

GAISHA

Rude, nude and a bit good! Electronic Zoo is about to publish a rather risque game called **Gaisha**. The Zoo are playing up the naughty nature of this game by wrapping it in the usual anonymous, but oh so blatantly obvious brown paper packaging.

NEO GEO

SNK will be launching its long awaited super console, the **Neo Geo** at this year's Computer Entertainment Show held from 5th-8th September at Earls Court.

The system was previewed at last year's event and it was hoped that stocks would arrive before Christmas 1990.

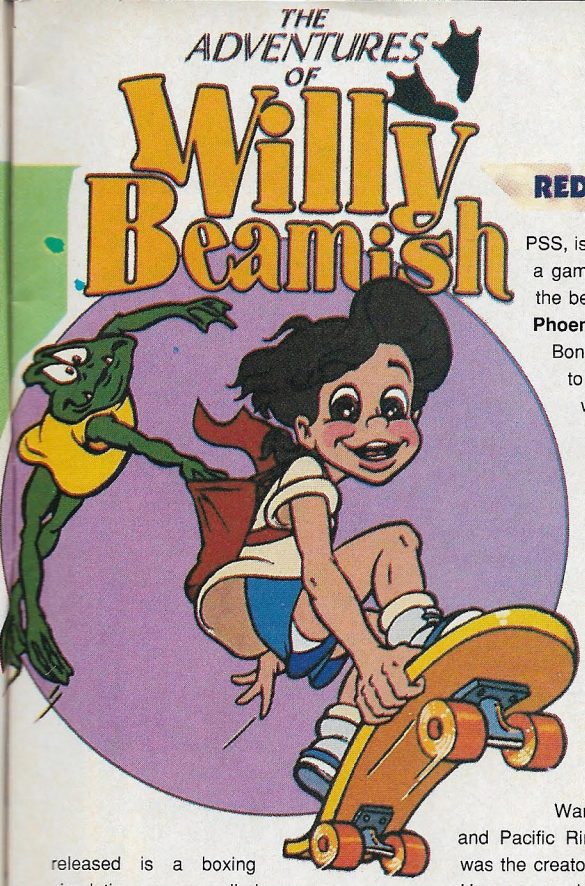
The only negative point about this superb £299 console system is the software prices. These will range from an incredible £99 to an unbelievable £149. There are currently around 10 titles available, but another dozen or so will be on the shelves by the end of the year.

Among the games out for the launch will be Nam 75, Magician Lord, Super Spy, Riding Hero, Professional Baseball, Top Players Golf, Puzzled, Ninja Combat and League Bowling. Others to follow will include Street Fighter II, Sengoku, King of the Monsters and Ghost Pilot.

BUDGET RELEASES

A new company has hit the streets and is hoping to take the budget world by storm. Calling itself **Beyond Belief** and formerly known as Dynamite Designs, the company will release 8-bit titles at a price tag of £3.99, with 16-bit at £7.99.

One of the first games to be



released is a boxing simulation called **Devastating Blow** and features Mike Tyson on the cover.

The firm is planning to release one game a month for the next year, and then doubling its schedule.

RED PHOENIX

PSS, is currently working on a game which is based on the best selling novel, **Red Phoenix Rising**, by Larry Bond. The game is likely to follow the storyline which is all-action military combat, primarily in the air and beneath the seas, combining action with authenticity and realism.

Larry Bond, who is a renowned military expert, paints a fictitious but thoroughly realistic account of a second Korean War set in the Far East and Pacific Rim. Previously, Bond was the creator of the board–game Harpoon, which provided the strategic foundation to Tom Clancy's book and subsequent game and movie, Hunt for Red October.

Red Phoenix is scheduled for a late winter release.

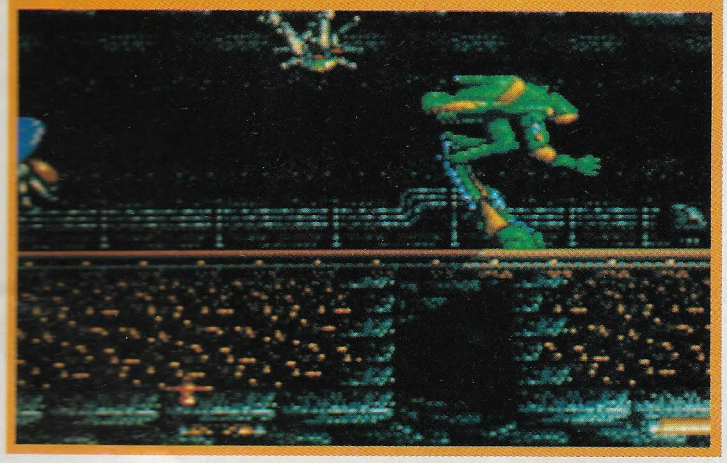
ROBOZONE

Bit more detail on Imageworks' green game *Robozone*. Life on Earth in the 21st century is predicted as pretty black affair. Seems that collecting crisp packets to save dolphins ain't gonna be enough to protect the Earth.

Short of getting the self-appointed new messiah, David Icke, to promote Robozone, Imageworks is saying to the youth of today: "This is your world what are you going to do about it?" As we speak, it's planning its campaign of grim messages to TV programmes with a green tinge and youth magazines and journals.

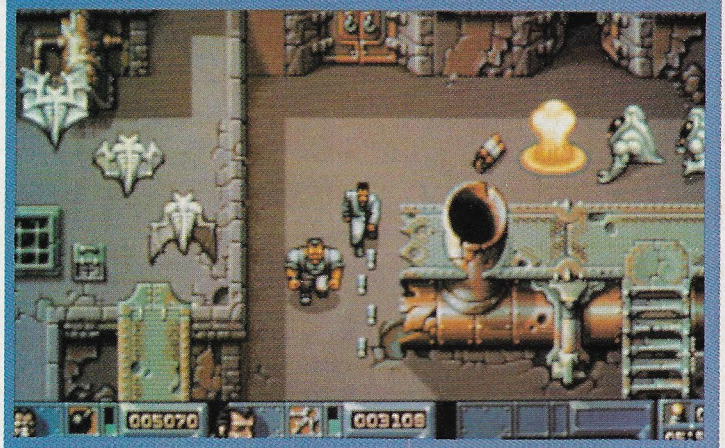
This bleak peek of the 21st century tells the foreboding tale of cities that are so polluted that no human can live in the. A lucky few escape to packed ships moored out to sea, but the masses remain in the cities which are patrolled by so-called Wolverines who themselves are being destroyed by an increasingly desperate people.

Out of this hellish society, evil crazed droids have emerged to destroy the world. You play the last Wolverine in a battle to preserve civilization. Sounds like an adventure RPG, but it's not. Imageworks is billing it as the shoot'em-up of '91.



CHAOS ENGINE

Games-X can reveal first that the next Bitmap Brother game due for release in September is *Chaos Engine*. The game is being designed by the Brothers' head honcho Eric Matthews and the team intellectual, the wordy Phil Wilcox. Meanwhile, the graphics are currently being designed by that craftsman's craftsman, Dan Mallone.



Behind the usual high quality presentation, the game is an inventive and advanced project, which is set to combine the finest points of RPG with the classic action that has become the Bitmap seal of quality. A player is able to control up to three characters from a party of six with a variety of skills and strengths.

Each character has unique possibilities and weapons which can be boosted by using an RPG interface. Between levels the players will be able to increase the character's attributes and enhance weapons.

The Chaos Engine places the whole character management core of RPG into an exciting and responsive environment – which roughly translated means BUY IT!

WHAT'S OUT AND WHEN

If any of the games we review are not due for release for several weeks, What's Out and When is our guide to when the games are actually due to hit the streets. The list below details which games will be released – i.e. you will be be able to buy them – during the next seven days...

Product	House	Team	Format	Price	Date
Blade Warrior	Mirrorsoft	Imageworks	Amiga	£25.99	3/7/91
Blue Max	Mindscape	360	ST	£30.64	4/7/91
Cadaver Levels	Mindscape	Bitmap Bros	Amiga, ST	£15.99	1/7/91
Das Boot	Mindscape	360	ST	£30.64	4/7/91
Quattro Coin-ops	Code Masters		C64	£2.99	2/6/91
			Amstrad	£2.99	2/6/91
			Spectrum	£2.99	2/6/91
Spot	Virgin	Leisure	ST	£20.42	1/7/91
Thunderjaws	Domark	The Kremlin	Amiga, ST	£24.99	3/7/91
			PC	£29.99	3/7/91
			Spectrum disk	£17.99	3/7/91
			Spectrum cass	£10.99	3/7/91
			Amstrad disk	£17.99	3/7/91
			Amstrad cass	£10.99	3/7/91
			C64 disk	£14.99	3/7/91
			C64 cass	£10.99	3/7/91
Wing Commander II	Mindscape	Origin	PC	£39.99	3/7/91
Zone Warriors	Electronic Arts	Imagitec	Amiga, ST	£2.99	1/7/91

FROM CRUISERS...

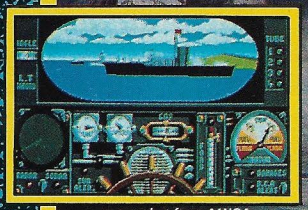
ADVANCED DESTROYER SIMULATOR

From the creators of Sherman M4

A.D.S™

It's World War II – the naval forces of the world are waging war in fierce and unrelenting sea battles... You must command the destroyer and succeed in beating naval and air forces in 15 challenging missions.
ADS is a stunning sea-battle simulator using 3D technology.

- 40 page manual includes detailed maps of the combat zones together with historical and technical information.
- Adjustable difficulty level will suit all levels of player.



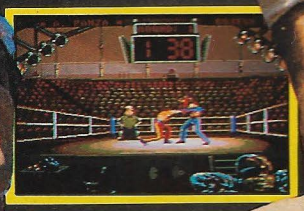
screen shot from AMIGA

...TO HEAVYWEIGHTS

PANZA KICK BOXING

Extraordinary realism captured after 2 painstaking years of filming the master of kickboxing, Andre Panza, in breathtaking action. World Kickboxing Champion and three times European French Boxing Champion, Panza has endorsed this superb sports simulation.

- Incredible graphics, digitised from studio filming of Panza himself.
- VCR mode: record your fights and replay them to learn from your mistakes or check out your opponent's tactics, using the easy-to-operate VCR mechanism.
- Play against a friend or choose one of the 8 computer opponents, each with their own personality, characteristics and skill.



screen shot from AMIGA

Panza KICK BOXING™

Advanced Destroyer Simulator
©1991 Futura. All rights reserved.
Panza Kick Boxing Copyright Futura 1991
U.S Gold Ltd., Units 2-3
Holford Way, Holford, Birmingham
B6 7AX. Tel: 021 625 3366

FUTURA
DISCOVER FUTURA TODAY!

Atari ST, Amiga & PC (EGA, CGA)

Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications

GALLUP CHARTS

1	▲	**EYE OF THE BEHOLDER**	House: US GOLD Team: SSI
2	▲	**PGA TOUR GOLF**	House: ELECTRONIC ARTS Team: LEE ACTOR
3	▲	**LEMMINGS**	House: PSYGNOSIS Team: DMA DESIGN
4	★	**SHADOW DANCER**	House: US GOLD Team: IMAGES
5	R	**MULTI PLAYER SOCCER MANAGER**	House: D&H GAMES Team: IN HOUSE
6	▼	**TEENAGE MUTANT HERO TURTLES**	House: IMAGEWORKS Team: PROBE
7	▲	**WINNING TACTICS**	House: ANCO Team: DINO DINI
8	▼	**DIZZY COLLECTION**	House: CODEMASTERS Team: OLIVER TWINS
9	▲	**MICKEY MOUSE**	House: SEGA Team: SEGA ENTERPRISES JAPAN
10	▼	**VIZ**	House: VIRGIN Team: PROBE
11	▼	**BIG BOX**	House: BEAU JOLLY Team: VARIOUS
12	R	**SUPER MONACO GP**	House: US GOLD Team: ZZKJ
13	▼	**SUPREMACY**	House: VIRGIN Team: PROBE
14	▼	**ARMOUR-GEDDON**	House: PSYGNOSIS Team: P HUNTER AND E SCIO
15	R	**KICK OFF 2**	House: ANCO Team: DINO DINI
16	▼	**HEROQUEST**	House: GREMLIN Team: 221B
17	▼	**POWER UP**	House: OCEAN Team: VARIOUS
18	▼	**GODS**	House: RENEGADE Team: BITMAP BROTHERS
19	R	**FINAL WHISTLE**	House: ANCO Team: DINO DINI
20	★	**3D CONSTRUCTION KIT**	House: DOMARK Team: INCENTIVE

TOP 20

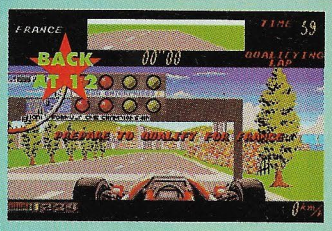


CHART FAX

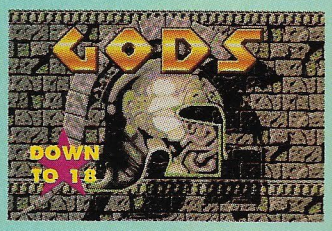
Anco has three games in the top 20 this week and every one is to do with **Kick Off**. **Winning Tactics** has risen to number seven from 18 and **Final Whistle** and **Kick Off 2** have reappeared at the lower end of the 20.

Switchblade 2 has well and truly disappeared, but **HeroQuest** is keeping Gremlin's hopes alive with its number 16 position.

Big shock of the week is the new(ish) number one! **Eye of the Beholder** has jumped back up after its dramatic fall last week. Proving that role playing is definitely the 'in' thing to do at the moment.

Shadow Dancer from US Gold is the highest new entry at number four while the other goodie from the Birmingham maestros is the re-entry of **Super Monaco GP**.

Gods has almost gone and can hold its head up high from its great



success as the debut release from Renegade. Will **Magic Pockets** do as well?

★ New Entry
▲ Climber
◆ Non mover
▼ Faller
R Re-entry

Turn to page 32 for our specially compiled machine specific charts

PUBLIC APOLOGY

M. D. Office Supplies would like to apologise to all its competitors in this magazine. As ever we shall be offering Diskettes, Storage Boxes, etc at prices which are simply INCREDIBLE

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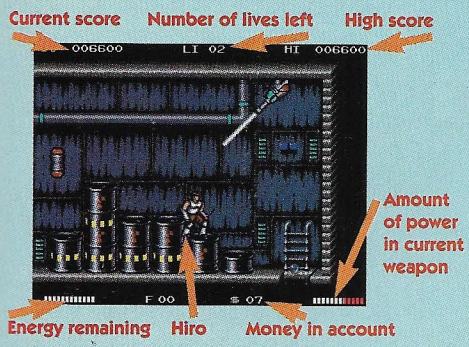
SWITCHBLADE II
Gremlin Graphics (full price £24.99)



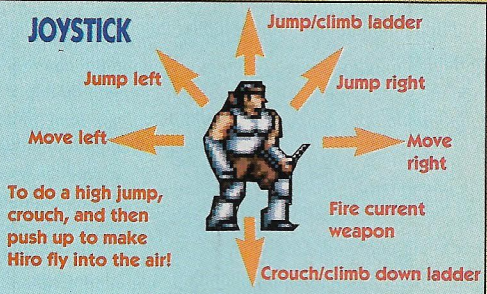
Control the brave and heroic young Hiro as he works his way towards the ultimate confrontation with the evil tyrant, Havoc.

Move your way through the underground complex destroying all that lies in your path, and collecting useful items in this one level demo of the superb arcade style adventure from Gremlin.

This first level contains many hidden sections which can be discovered by standing next to a wall and firing your weapon at it. Throughout, you will encounter vicious monsters who, when destroyed will drop a round orb. Once collected these can be used as credits to buy useful items and add-ons at the shop which you will find halfway through the level.

The game incorporates some superb graphics and sprites very much in the style of recent console and arcade games, and each of the levels spans a massive number of screens. The final game will offer six enormous levels so you should have plenty to keep you occupied!

JOYSTICK

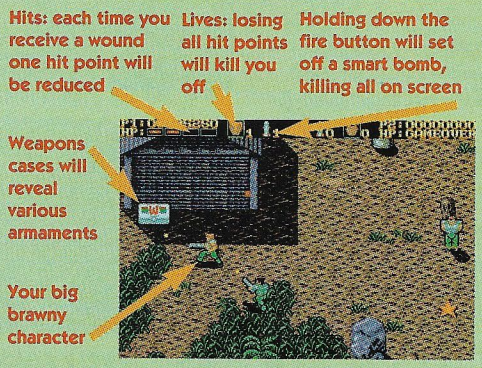


WARZONE
Core Design (full price £25.53)

A bunch of terrorists have gone absolutely ape so you have to go and sort them out in this Commando style shoot'em-up from Core Design.

The terrorists aren't your usual kind though. Not these guys! They will sling everything they possibly can at you including large rumbling tanks and other items of heavy artillery!

Help is at hand however, as some thoughtful person has left a load of flight cases in the jungle containing dirty great big guns which undoubtedly go bang, bang very loudly indeed. Pointing one of these weapons at anything in the background will cause it to erupt into a giant ball of flame.



At times you will meet valiant young chaps tied to large stakes in the ground. Touching these will provide you with extra power-ups to help you on your way.

This demo is just one level out of eight huge great scrolling stages which should keep even the most ardent of shooty, shooty freaks happy.

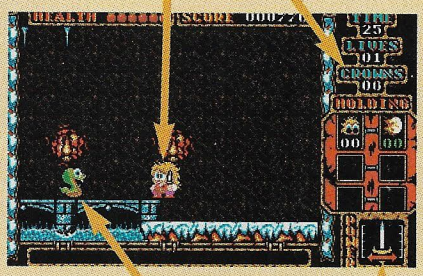
LITTLE BEAU
Digital Magic (full price £24.95)

Once upon a time, quite a while ago, just north of Watford there was a little island about the size of a grain of sugar. An inhabitant of this island was a tiny little chap by the name of Beau who was madly in love with the beautiful Princess Wobblechops.

Unfortunately this princess has been kidnapped by an evil nasty smelly wizard and taken to a castle in the middle of nowhere. Now, Beau must go to rescue his sweetheart so they can live happily ever after... Ah, isn't that sweet?

Digital Magic's latest release has you romping around the platforms of the strange islands around the castle. All you have for defence are your wits and a little dagger which can be used to stab the bad guys which you will meet on your travels.

The complete version of the game gives you six huge levels to explore, before you reach your ultimate goal where you will find the nasty wizard's lair. The game is incredibly cute and any fans of this type of Wonderboy style will really enjoy this...



LOADING INSTRUCTIONS

SWITCHBLADE II – ATARI ST

To load, boot up the *Games-X* coverdisk and then make selection one. The demo of the game will then load and run automatically.

WARZONE – ATARI ST

As with Switchblade II, boot up disk, make selection two and the game will load and run automatically.

LITTLE BEAU – AMIGA

Boot up the coverdisk and the Little Beau demo will load and run automatically.

VIRUS WARNING

While we have made every effort to ensure that there are no viruses present on our coverdisk, we still recommend that all the necessary precautions are taken – *Games-X* cannot be held responsible for damage resulting from use of this disk. Turn off machine and leave for ten seconds whenever booting up a new disk, and ensure that all of your commercial software is physically write protected.

COMMODORE 64

SPECIAL COLUMN • SPECIAL COLUMN • SPECIAL COLUMN • SPECIAL COLUMN

For the next three weeks ST and Amiga owners will be getting a free coverdisk. Don't despair C64 lovers as here's your own column packed with news, previews, top 30 software and reviews from Stuart Wynne, editor of ZZAP!

In this week's column, news of the new C65, part one of our top 30 games of all time, a review of HeroQuest and some news about up and coming releases.

SUPER C64 – THE C65?

Keeping you up to date on news of the C65. Commodore has been working on this for well over a year and software developers have long been known to drop passing references to a C64 with built-in disk drive.

Just recently however, some more mouthwatering specifics leaked; IFF compatibility (allowing the porting across of Amiga graphics), an integral 3.5in disk drive (offering far more memory and much faster accessed than the 1541), improved sound, C64 compatibility and a price tag of around £200.

Commodore, rather naughtily, claims that although it can't really touch an Amiga it is comparable to an Atari ST! Undoubtedly a rather neat machine its chances of being released are uncertain.

The C64 sold more in the UK last year, roughly a quarter of a million, than ever before. Updating the C64 would be both a risk and expensive. In any case, a launch is definitely ruled out this year and as yet no development machines have gone out to software houses.

THE BEST EVER C64 GAMES

This is the first part of my all time top C64 games. It's a personal choice so if you disagree why not write in? The games in the selection are a mixture of both my own favourites and those which represent the pinnacle of C64 code in different formats. Getting excited? Then take a seat in a cosy armchair and prepare yourself for thrills.

COMMODORE 64 OWNERS WAIT! DON'T PANIC...

We know that the disk given with this issue is pretty useless to you! But don't worry because being the kind-hearted generous souls that we are at *Games-X*, we'll send you something much better.

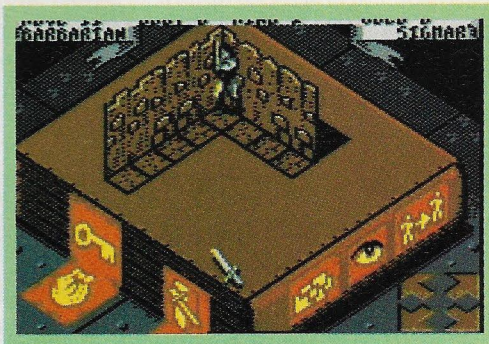
If you collect the three disks on this and the next two issues, and return them with a small sum to cover p&p we'll send you a game for your machine! Tune in next week for details of which games we'll be handing out.

BUBBLE BOBBLE
THE HIT SQUAD £3.99

A classic game, a classic conversion, what more can you say? Well how about twin Brontosauri bubbling their way through 100 screens of superbly varied action. One of the best simultaneous two player games ever!

ULTIMA VI
MINDSCAPE d£24.99

This suffers tiny graphics, costs £25 and there isn't an arcade section to be seen on any of its three, double-sided disks. What it does have is one of the most sophisticated world simulations on any computer. A big hit on the PC, its



HEROQUEST
GREMLIN c£10.99 d£15.99

The hugely successful board-game comes to the C64 with its beautiful cardboard 3D reduced to blocky isometric display. On the plus you can now play the game on your own.

There's 14 different scenarios to solve, the early ones giving you the option to grab loot for buying armour, weapons and spells needed later on.

As you might expect of a children's bestseller, gameplay is simplistic, consisting primarily of finding objects or people and then running for the exit.

It's a shame Gremlin has merely replicated the board-game rather than enhancing it by exploiting potential of the computer. If it has the ambition to cross the Space Crusade sequel with, say Laser Squad, it'll have a real hit.

conversion to the C64 is an impressive testament to the machine's continuing importance.

PUZZNIC
OCEAN c£10.99 d£14.99

There's a massive range of puzzle games around currently, but the best remains this hugely playable Sizzler with no less than 144 levels split into 36 stages – most of which can be accessed at the start.

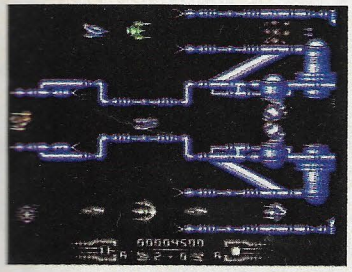
CREATURES
THALAMUS c£9.99 d£11.99

The firebreathing, lager lout Fuzzy on a rescue mission set across six levels, including flying broomsticks and scuba-diving, plus three hilarious torture screens. Watch a fuzzy being sawn in

two before your very eyes! Creatures II is well underway and the diary appears exclusively in ZZAP! every month – except when the programmers hop off to the States for 'bizness'.

ARMALYTE
KIXX £3.99

Eight levels of out and out, thoroughly



violent shoot'em-up action. With a simultaneous two player mode thrown in for good measure to add depth and excitement to this excellent game.

Armalyte has superlative graphics, but gameplay is exceedingly tough.

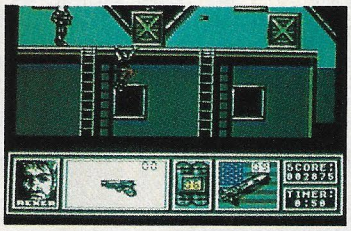
SPACE ROGUE
MINDSCAPE d£19.99

Space Rogue combines fast, filled in 3D space action (complete with various

camera angles) and an overhead view RPG (set in the space stations you visit). Far superior to Elite in every respect.

NAVY SEALS
OCEAN cart £19.99

This got a sizzling review way back around Christmas, but the Gulf War



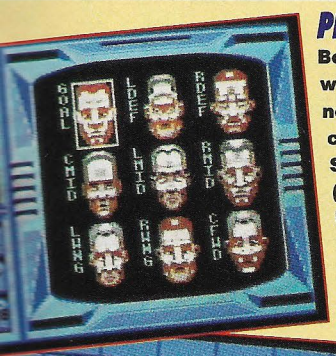
delayed movie and gam. Gameplay is a familiar mix of platforms and ladders plus blasting action. Working out how to pick off some terrorists can be like a puzzle.

THE SENTINEL
FIREBIRD

10,000 3D lands require conquering, in each an energy draining sentinel must be defeated.

The hype claimed "the most original, compelling and addictive computer game ever devised" and, er, who knows it could actually be right.

PREVIEWS • PREVIEWS • PREVIEWS



Better get saving now, September may well be extended to pack in all the new releases. US Gold's biggie is a conversion of the Sega hit, Alien Storm. A big preview in July ZZAP! (plus the delayed Gauntlet III) proves US Gold are right back on track.

Imageworks' C64 Xmas was hugely successful and for September it's got Speedball II, a conversion of the mega-violent, future sport sim by Carl Muller (who helped out with Turtles). It's Robozone shoot'em-up is also due around then, as is Thalamus' Torture Screen packed Creatures II and Audiogenic's Graham Gooch Cricket – but will he be still a hero by then?

U.S. GOLD®

COMMODORE 64 COMPETITION 60 GAMES TO BE WON!

Together with software giants US Gold and Gremlin, we're offering all you Commodore 64 owners the opportunity to win oodles of software for your machine!

We've managed to get hold of 10 copies of each of the following: Night Shift, Line Of Fire, Eswat, Dynasty Wars, UN Squadron, and Chips Challenge! What's more, for the overall winner, we're even going to chuck in a special prize, an amazing Sony Discman!

So, what do you have to do to win this once in a lifetime compo? Well, it's pretty simple really. All you have to do is scan through these questions and come up with the correct answers.

Once you've done that, fill in the entry form and post it to us at: Commodore 64 Competition, *Games-X*, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

All entries should reach us by 12th July 1991. The first correct entry out of the hat will win the Discman and the following 70 entries will win a game!

Q1. If you type SYS64738 and press RETURN, what happens?

A. My machine resets itself
B. The joystick controls reverse
C. My computer starts to emulate a ZX81

Q2. US Gold have recently converted a formula 1 racing game onto the 64, what is it called?
A. Ferrari Formula 1
B. Super Monaco GP
C. Continental Circus

Q3. The following question won't effect your chances of winning! Are you thinking of changing machine?
A. No, I'm sticking with the C64
B. Yes, I'm thinking of changing machines (if so please state which machine you are thinking of buying)

US GOLD COMMODORE 64 COMPO

In my considered opinion the answers are:

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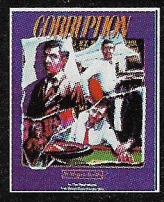

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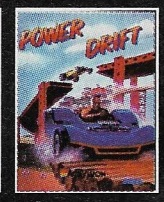

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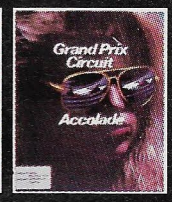

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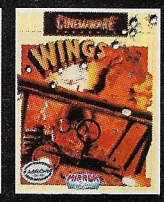

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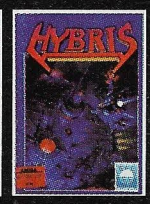

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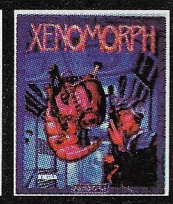

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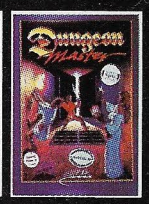

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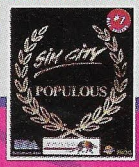

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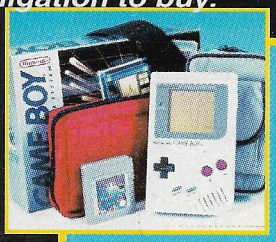

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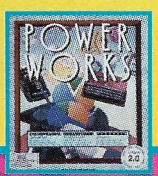

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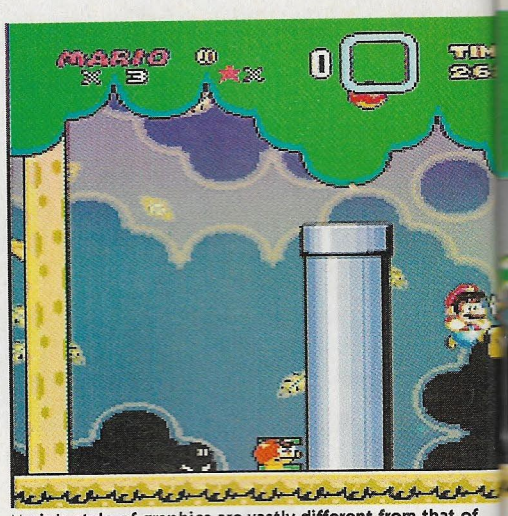
The battle of the consoles is over, but the fight between Sega and Nintendo has only just begun. In one corner, Sonic sharpens his spines, in the other, Mario casually waxes his moustache without a worry. What will be the outcome?

Having raged war on Nintendo, Sega has a lot to live up to. Its 16-bit console, the Megadrive, aka Genisis, is the only console to properly compete with the Famicom, and also has the added bonus of being officially released in the UK already



Mario's style of graphics are vastly different from that of Sonic, and the Nintendo game has opted for a clean, crisp appearance instead of intricately designed levels

Ever since the dawning of Nintendo, Mario and Luigi, those cheerful plumbers, once in the guise of cement factory workers and at other times virtually anything else you can think of, have been storming across NES units.

Sonic Versus Mo

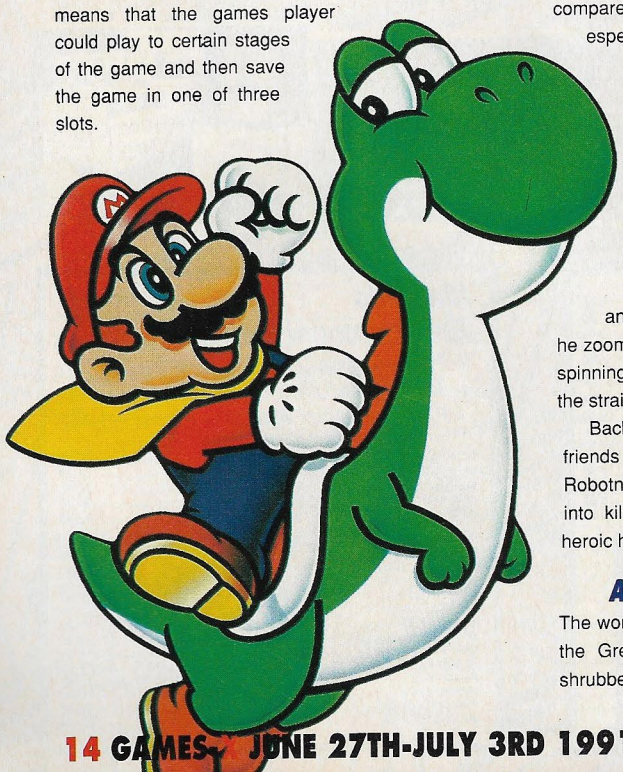
The dynamic duo made their first appearance in the arcades about a decade ago, and pitted the skills of the player against the brute force of Donkey Kong.

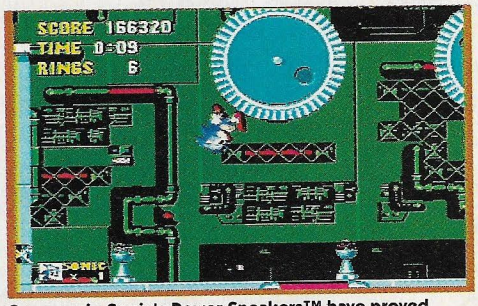
Their latest escapade, Super Mario World on the Super Famicom, is arguably the most playable platform game on the market across all formats. However, Sega has spent years developing the game to counter-attack Mario's success, Sonic the Hedgehog.

VAST EXPANSES

For those of you who haven't had the privilege of playing Super Mario World, it is a cute platform romp of immense proportions – over 90 levels in all. Sonic, on the other hand, offers a mere 18, although they are bigger in size and span great lengths in both height and width.

With such an enormous task ahead of you, the re-writable EPROM cartridge that Mario is supplied on means that the games player could play to certain stages of the game and then save the game in one of three slots.





Once again Sonic's Power Sneakers™ have proved indispensable as he runs around the cog-like wheels to make his way to Robotnik's lair

Unfortunately Sonic doesn't have a similar option, although a number of continue credits can be earned by completing the special bonus levels.

The overall image of Sega's Sonic is minute compared to the enormity of the Mario character, especially in the States. Nintendo's Mario has had cartoons, crisps, candy bars, kiddies clothes, toys and even a film based on him, and is now considered somewhat of a cult character.

One of the most appealing features of both of the games is the characterization of both Sonic and Mario. Mario, an ageing Italian, is instantly likeable due to the way he is perfectly animated in all of his games.

Sonic, a frowning hedgehog out to save his animal friends, is humorously created by the way he zooms around the intricately designed levels, his legs spinning ten-to-the-dozen and his eyes bulging under the strain of supersonic travel!

Back to Sonic, the plot is one of liberation. Your friends have been animal-napped by the evil Doctor Robotnik. He has transformed Sonic's bush-buddies into killer 'bots which roam the eight lands that our heroic hedgehog must explore.

A WHOLE IMAGINATION OF WORLDS

The worlds that Sonic will visit are as follows. The first is the Green Hill zone, a blooming land of trees and shrubbery. Next, the Marble zone, is a place where the action takes place underground as well as above.

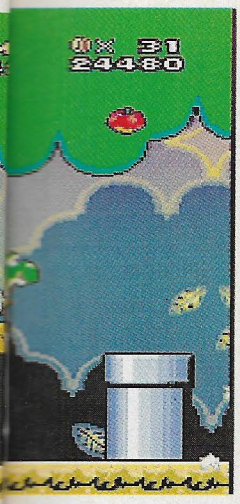
The Spring Yard zone places Sonic as a furry ball inside a huge pinball machine which will throw him through the air and around a complex pattern of 'bouncers'.

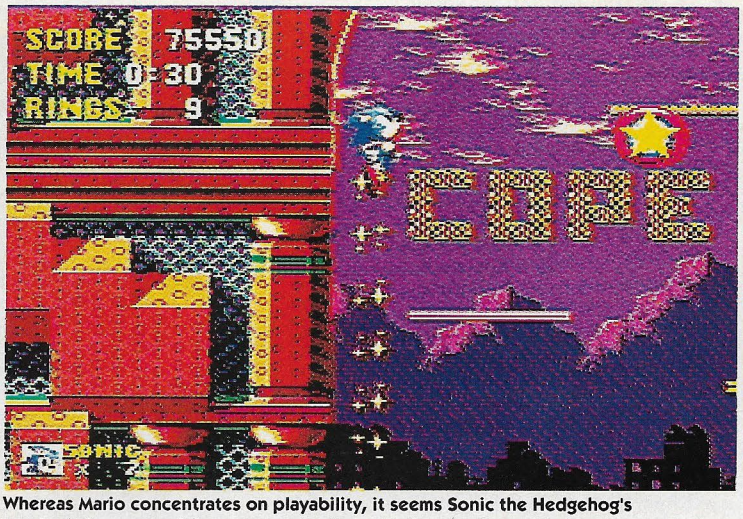
Another underground network 'level' four is the

THE GREEN HILL ZONE

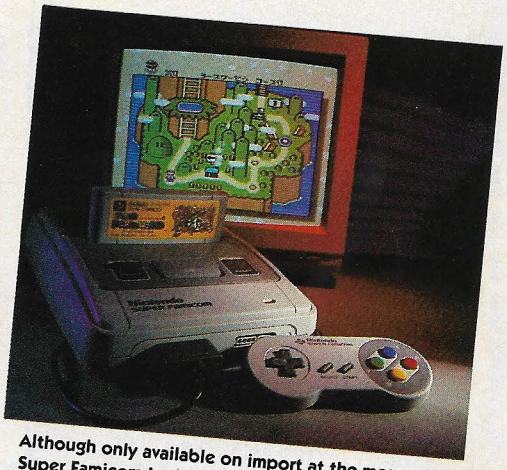
THE MARBLE ZONE

THE SPRING YARD





Whereas Mario concentrates on playability, it seems Sonic the Hedgehog's emphasis is on speed. I mean, you don't see Mario zooming around a pinball level with a line of stars trailing behind, do you?



Although only available on import at the moment, the Super Famicom looks as if it will storm the market when officially released as the Super NES for around a £100

rio

Labyrinth. Level five is the Starlight zone and is equivalent to riding a corkscrew roller coaster through space. Finally the Scrap Brain zone is a space age area with Dr Robotnik's hide-out just a single step away.

These worlds differ in the way they are laid out, as well as the monsters that will attack our masterful mammal. For instance, the Spring Yard is, suprisingly enough, a level comprised of platforms and moving blocks, with the only clear path through being by using the red and yellow spring-boards which propel the character at tremendous pace.

Most hedgehogs use their spines as defence but Sonic, being as 'ard as nails, uses them to spike his enemies and turn them back into the forest dwellers they once were.

Control over Mario requires the use of all your digits because the four coloured buttons are used to control the character's actions – including jumping, running and picking up objects – and the directional pad serves to move him.

Sonic on the other hand only has one use for the three buttons on the Mega Drive joypad – the Super Sonic Spin attack! The d-pad controls the hedgehog's movement, and can also make him roll into a ball by running along and tapping down.

DOUBLE VISION

The two games are similar in a number of ways, one of which being the inclusion of a special bonus level. To gain access to these extra screens you have to collect a certain number of items.

Mario has to pick up a hundred stars, and Sonic must collect a large quantity of rings, as well as leaping through a huge golden hoop at the end of a level.

In Mario, the extra level is similar to a rotating fruit-machine, with one-ups being the prize. Glass cases circle a static power-up. Inside the spinning boxes more bonuses cycle through the various power-ups, and the basic gist is to match the icons together.

Sonic's secret zone is a 360 rotating maze where you must ricochet through the network in an attempt to collect the Chaos gem. Extra lives and continue options can be collected by simply touching the corresponding block, and Sonic can even change the direction of the spinning maze by brushing against the tunnel walls.

Those who have played Super Mario world will most probably know about the numerous secret levels that can be found. These are usually located by accident, and are activated by inserting a huge gold key into the relevant keyhole.

This will open up a new path for Mario or Luigi to follow. Sonic also has secret sections to find, these being invisible pathways hidden in brick walls. Although they are simply rooms, they offer a new dimension to the game and you'll be trying to locate these concealed chambers even after you've completed the game!

Both of the products have their fair share of power-ups. To boost Sonic's capabilities he can collect a shield which prevents you from losing your rings when attacked. The Power Sneakers™ give you the ability to run at supersonic speeds, and the invincible icon makes Sonic invulnerable for a limited period.

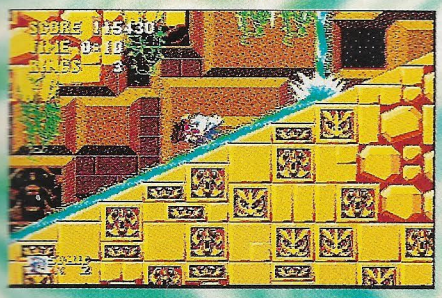
Mario has more at his disposal, and can ride dinosaurs, fly with the aid of feathers and even spit flames by collecting the fire plant.

The star awards invulnerability, and the mushroom is equivalent to the rings in Sonic – the first hit will remove the safeguard, either the mushroom or the rings, and any subsequent attack will take away a life.

Both games have an end of level guardian, each with a particular attack pattern to learn. Mario's guardians comprise of numerous different nasties, but Sonic will have to constantly deal with Robotnik who appears with a new weapon each time.

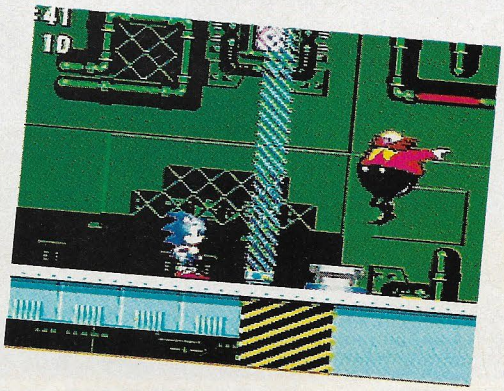
If you manage to collect enough coins on the previous level, you'll have the chance to enter the bonus screen. Simply collect the coins for extra continues

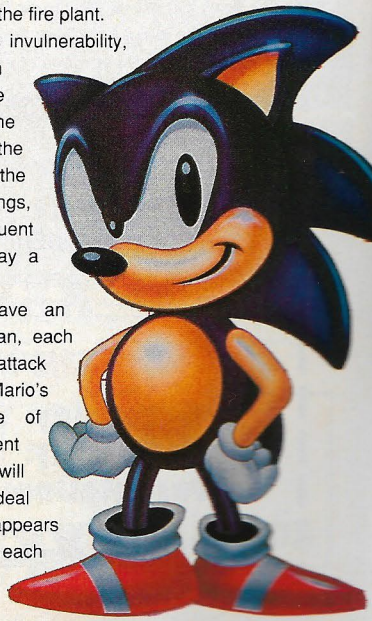
THE LABYRINTH



THE STARLIGHT ZONE

THE SCRAP BRAIN ZONE





FACT FILE

Software house: Sega
Development team: The Sonic Team

John's comment.
Can Sonic take on the Nintendo hero? Well he's definitely cuter isn't he? The game itself is colourful and incredibly fast, making it more impressive to look at than the young Italian lads.

Unfortunately our spiky friend doesn't give you as much gameplay as Mario, so you could find yourself exhausting all of the possibilities.

Overall, I think Mario still has the edge in terms of playability but I can't help thinking that future incarnations of Sonic will be increasingly wonderful. We shall see!

Nick's comment
So this is Sonic? It's probably the best looking game I've ever seen on the Mega Drive. In fact, it knocks spots off of those two Italian chaps. However, having played the game myself and witnessed Alex 'call me Sonic' Simmons complete it, I'd have to question the longevity.

I would say the Mario Brothers still have the edge. Then again, those darn Italians have had four different adventures and if Sonic this good on his first outing, just imagine how good he's going to look on his fourth anniversary!

Alex's comment
First appearances will make you think that Mario hasn't got a leg to stand on, but it's only when you begin to play the game that you realise the game fails on a few gripes.

I don't expect to purchase a game for £40 and complete it in under two days. My second moan is although the graphics are stunning, the gameplay has been forgotten somewhat.

Don't get me wrong, Sonic is by far the best game on the Mega Drive, but Sega have a lesson to learn from Mario in terms of playability.

SONIC THE HEDGEHOG

Gameplay: 16/20
Lastability: 13/20
Presentation: 19/20

X-RATING: XXXXX

SUPER MARIO WORLD

Gameplay: 19/20
Lastability: 19/20
Presentation: 18/20

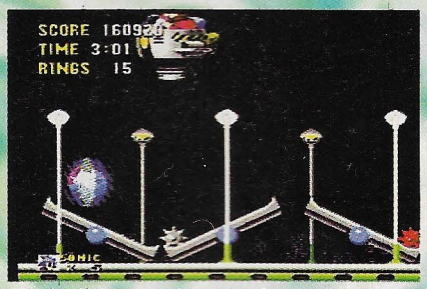
X-RATING: XXXXX

RAMPAGING ROBOTNIK

The evil Dr Robotnik first appears in a small shuttlecraft with a ball swinging from the end of a chain

With only two ledges preventing him from being fried alive, Sonic must hit the Doctor and at the same time avoid the fire he spits

A thin ledge provides the battleground for level three, with Robotnik attempting to remove the blocks from under your sneakers



The Starlight zone throws sonic on a spaceage roller coaster, and he must use the see-saws to throw himself or the balls at the Doctor's craft

The last battle. If you manage to get here I'll let you work out the attack strategy for yourself!

Motobeetle: the spines on this beasty's back make him invulnerable to attack

Roller: appearing in the Spring Yard, the Roller chases Sonic in an hectic chase

Ball Hog: only seen on the last level, the Ball Hog throws bomb in an attempt to kill Sonic

Buzz Bomber: flies around the early levels and attacks with its sting

CaterKiller: although looking fairly harmless, the only weak spot is the head

Chopper: springs from mountain springs trying to maim our Hedgehog

Crab Meat: easy to destroy, the Crab Meat occasionally launches bombs

Shield: protects Sonic from losing his rings

Power Sneakers™: provide Sonic with exra speed

Invincible: does just what it says

1-up: gives you an extra Sonic

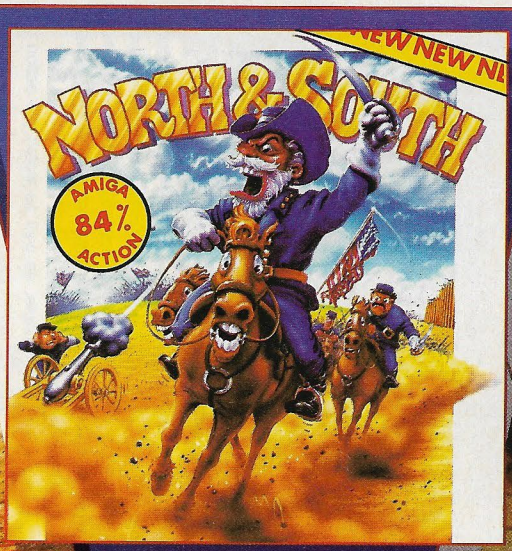
Rings: awards you with 10 more rings

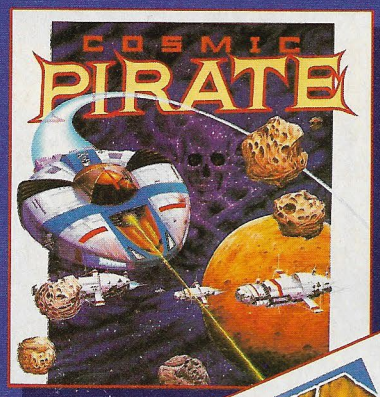
Bouncer: throws our hero around the bonus level

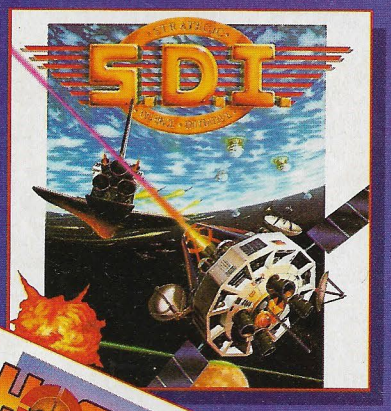
Goal: one of the ways to exit the special sections

Reverse: change the rotational direction of the maze

Up/down: either increases or decreases the speed of the maze







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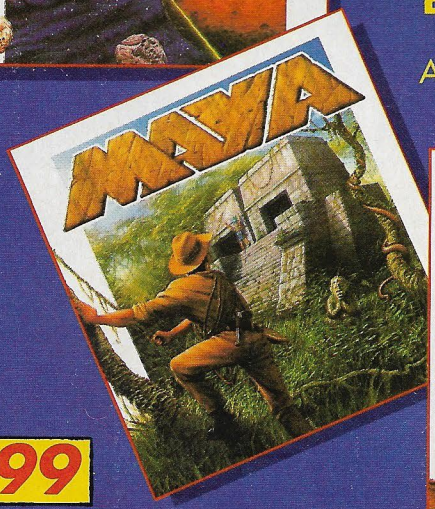

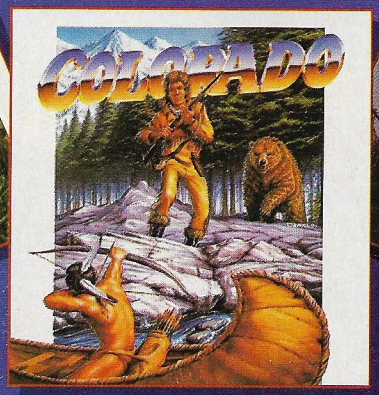

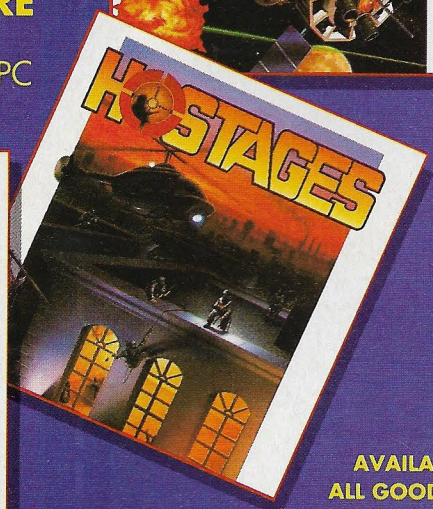

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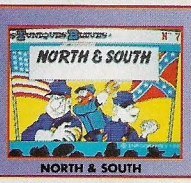
SHERMAN M4

Acclaimed tank simulation of World War II's famous campaigns.

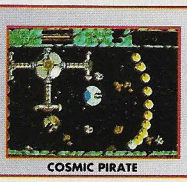


NORTH & SOUTH

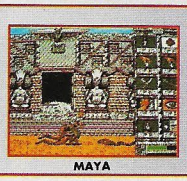
Witty, cartoon quality enactment of the American Civil War.

KULT

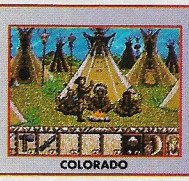
Quest for peace through temples in a hellish world.


COSMIC PIRATE

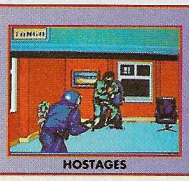
Perform daring and dangerous raids as you roam the galaxy.


MAYA

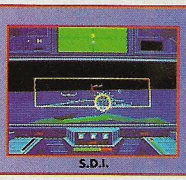
3D Jungle adventure searching for mysterious Mayan treasures.


COLORADO

Canoe the rapids, confront Indians and survive in the Wild West.


HOSTAGES

Lead the crack marksmen and free the embassy hostages.


S.D.I.

Action 3D space simulation of international conflict.

	ST	AM	PC5.25	PC3.5
Sherman M4	☐	☐	☐	☐
North & South	☐	☐	☐	☐
Kult	☐	☐	☐	☐
Hostages	☐	☐	☐	☐
S.D.I.	☐	☐	☐	N/A
Rotor	☐	☐	☐	☐
Colorado	☐	☐	☐	☐
C. Pirate	☐	☐	☐	☐
Maya	☐	☐	☐	☐
Grid Runner	☐	☐	N/A	N/A

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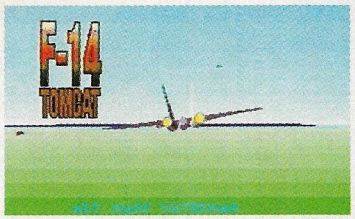


FACT FILE

Software House: Acivision
Programmer: Andre Gagnon
Graphic Artist: Mark Waterman
3D Graphics: Linnea Wigren
Music: Russell Lieblich, Matt Berado
Sound FX: Pete Mokris, Mike Latham

It's difficult to do a combat simulator of this quality justice in just a single page review.

Graphically this is a stunning title which really shows off what a VGA board can do to create a believable 3D environment.

The animation of the 3D world is smooth and quick and you're not going to run out of areas to fly over.

There are numerous missions for you to fly from five different aircraft-carriers all over the world and to add to this there are all kinds of different training missions which you can fly. This means it should keep you busy for quite some time.

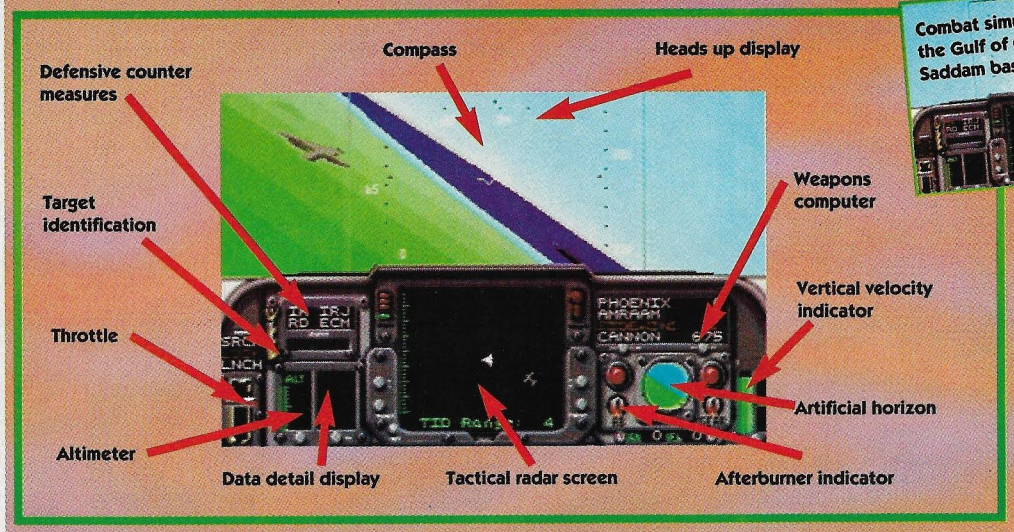
There is a large number of features, and there's nothing I can think of that is missing when comparing this to other titles of a similar style.

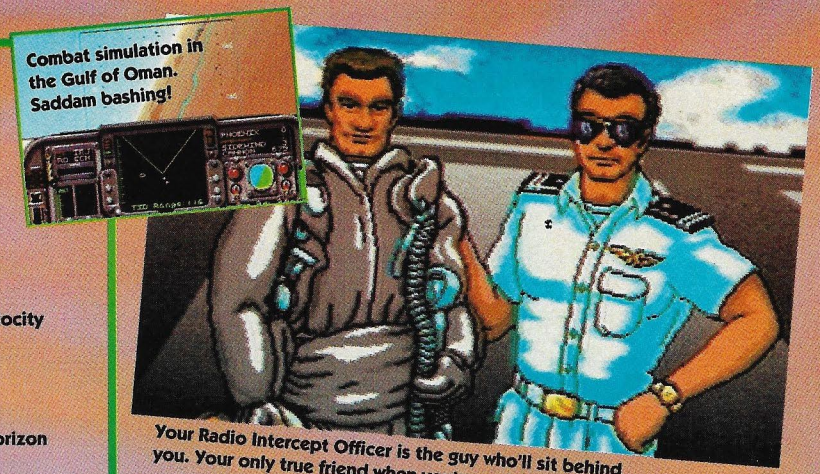
Time will tell whether this will stand its ground against the soon-to-be-released Falcon 3.0.

X-RATING: XXXX

Gameplay: 17/20
Lastability: 18/20
Presentation: 17/20

RELEASE INFO
IBM PC £35.99 Aug




Combat simulation in the Gulf of Oman. Saddam bashing!

Your Radio Intercept Officer is the guy who'll sit behind you. Your only true friend when you're up in the air

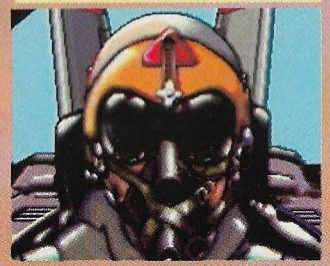
F-14 TOMCAT

Ever fancied yourself as a Tom Cruise type character being a roughie toughie combat pilot at Top Gun ? Well now, thanks to Activision you can jump into your F14 Tomcat and learn to fly with the best...

An F-14 pilot's job is aircraft-carrier defence. His daily routine involves flying air patrol over hot spots and engaging hostile planes which are looking to cause trouble with the Naval fleet.

Any pilot who can not defend his carrier base soon finds himself pursuing a considerably less glamorous career, while an expert pilot can find himself attending the Naval Fighter Weapons School, or as it's better known – Top Gun.

You are a Top Gun hopeful, an ambitious pilot who intends to get to the top. You must jump into your plane with your Radio Intercept Officer and prove yourself to be one of the best.


Your RIO sits behind you ready to jam any incoming missiles

TOP GUN

Flight Simulator/Combat packages have been getting increasingly popular since the advent of the superb Falcon simulator from Spectrum Holobyte.

This latest Activision title is an F-14 Dogfighting Simulation which invites sim fans of all qualifications to experience flying missions and one-on-one dogfights in the US Navy's famed fighter.

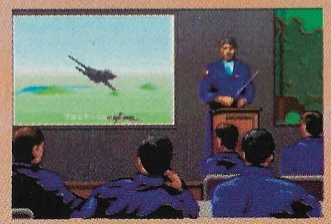
The PC is certainly becoming the machine for games of this type. As you can see from the screen shots, the graphics, utilizing the VGA board are of a very high standard.

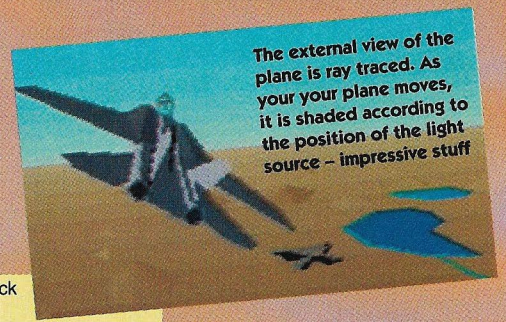
Both the ground and the sky are superbly portrayed using gradual shading giving the game a very slick appearance.

Pretty much all of the features you could want from a modern flight simulator are present. The environment is large and full to overflowing with ground features and installations.

The animation of this environment is very smooth, although this depends upon the processor which you have present in your machine. A 286 is adequate but using a 386 PC would give absolutely startling performance!

As you would expect, all of the possible views are facilitated, you can look out of all sides of your plane, as well as watch the action from the tower or from your enemies point of view. The appropriate weapons systems are also all present.

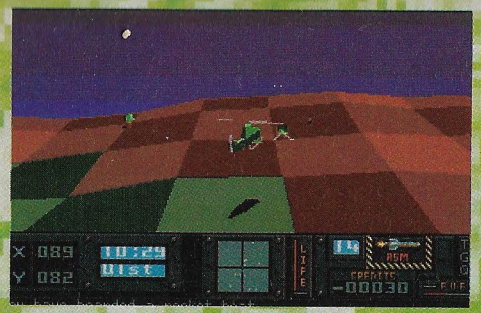

In training, any mistakes you make are videoed and played back to the class as an example. This 'video' shows an animated external view of the action as it really happened


The external view of the plane is ray traced. As your your plane moves, it is shaded according to the position of the light source – impressive stuff

HANDLING YOUR MACHINE

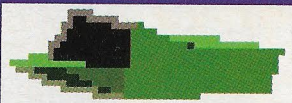
A sim freak's main question when judging a game like this would be – "How does it handle?" Well, the controls are very responsive and the emphasis of F-14 is definitely on the dogfighting element.

If you're after something which simply handles like a high powered fighter this isn't the most accurate available. However as a fighter sim it is a truly excellent package with a host of features.



Flying around in your helicopter is one of the quickest ways to travel, although it can prove a little difficult to control

Go for a spot of windsurfing – a little light relief from the rigours of being a sabotage expert



The rocket boat is one of the easiest vehicles to find

The Jeep is great for zooming around rough terrain

The hero of the game – you!

The armoured car helps you storm enemy emplacements

A big truck – not sure abut this one!

HUNTER

John

A small group of strategically important islands have been occupied by a superior enemy force. You are a highly trained soldier in undercover intelligence and sabotage warfare. Your mission is to liberate these islands...

Is that all? Just liberate a bunch of islands from a superior enemy force? Oh, good, I thought it'd be something hard! Well I'll just have a cup of coffee and I'll pop off. Put my dinner in the oven dear, I will be back later...

Your purpose is to carry out a number of dangerous interlinked missions which take place behind enemy lines. You must clear the way for the allied forces to storm the islands and regain control.

Your missions will involve a lot of solitary work where your only help is what you can carry in your kitbag. Oh, and your own ingenuity.

Each mission begins with a comprehensive briefing which will outline exactly what you must do. For example, on one occasion you have to go and destroy a fuel dump.

To do this you will need to grab all of the necessary items from the supply stores and then move off finding your own way to your destination.

Each of the missions has its own time limit so it is up to you to find the quickest way of getting there. In order to do this you can commandeer any of the numerous vehicles which are dotted around the landscape.

There are armoured cars, helicopters, trucks and Jeeps, to name but a few and all of them have there own special properties and must be used to complete certain sections of the game.

FRACTAL FROLICS

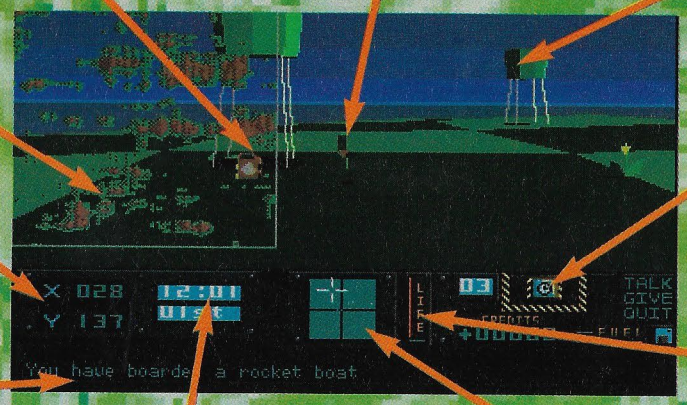
On your travels you will not only encounter different buildings and vehicles, but you will also come across a variety of characters with whom you can interact.

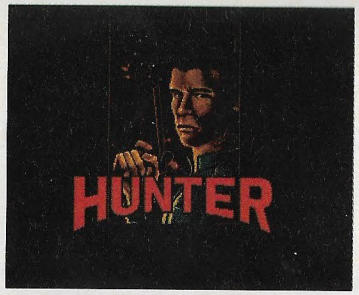
Some of the these characters will be there to aid you in your missions, while others will be enemy soldiers who proclaim that you are scum, and must die.

Hunter takes place from a second person viewpoint. You control your character using a combination of mouse and joystick as you move around the large fractal generated landscape.

The 3D graphics are very fast indeed and the sheer scope is most impressive. The islands contain buildings which can be entered and everything you find has some use.

It's rare to see something these days which appears to be an original concept. Hunter is certainly a game which is just that little bit different and will appeal to fans of both simulations and adventures.





FACT FILE

Software House: Activision
Programmer: Paul Holmes
Graphic Artist: Paul Holmes
Music: Martin Walker

I do like it when a game comes out which is just that little bit different. The last time I saw something which utilises fractals to such tremendous effect was Rescue on Fractalus.

The landscape in Hunter is large and very smoothly animated giving an effective 3D view of the environment. All of the vehicles respond differently, and just exploring and finding the numerous trucks and choppers is fun in itself.

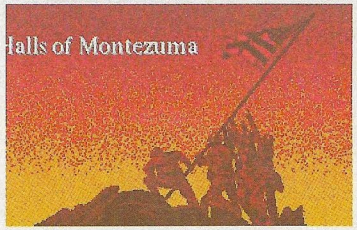
The scope of the game is very impressive indeed and the numerous missions which can be carried out will keep you occupied for some time. The seasoned adventurer may however, find the main mission is just a tad easy.

The game is both graphically and sonically excellent and should prove to be very popular with a wide field of games players. I thought that Hunter was excellent and highly recommend it.

X-RATING: XXXX

Gameplay: 17/20
Lastability: 16/20
Presentation: 17/20

RELEASE INFO		
Amiga	£29.99	Sept
Atari ST	£29.99	Sept



FACT FILE

Software House: Electronic Arts
Development Team: SSG
Designed by: Roger Keating, Ian Trout, Danny Stevens, Mark Twiff, Alan Bell

The graphics in Halls of Montezuma aren't exactly the best you are likely to see on the Amiga but visually war games never do break new ground. The graphics do however, serve their purpose very well and are realistically planned to give you the best possible version of the battles.

Sound effects are scarce, involving various battle sounds to let you know what's happening. The game plays very well and will enthral even the non-war game fans for a while.

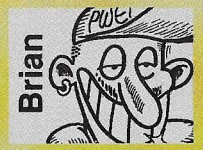
The WARPLAN system adds even more lasting appeal for the player allowing them to design his/her own landscapes and battles. For the beginner there's also a tutorial to help you win your first battle. I can't see non-war game fans playing this in the long term but if they give it a try they may be surprised.

X-RATING: XXXX

Gameplay: 15/20
Lastability: 15/20
Presentation: 14/20

RELEASE INFO		
Amiga	£25.99	Soon
PC	£29.99	Soon
Mac	TBA	Soon

HALLS OF MONTEZUMA



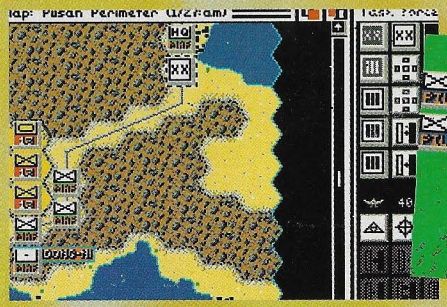
The sound of machine-gun fire will once again be heard as you face your enemy in battle. This time though there are lots of different scenarios and the landscape designer, known only as WARPLAN. Surely with all these features you can't lose this time...

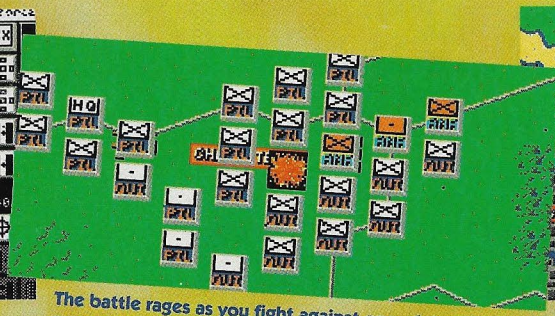
With the enemy amassing just inside Mexico City, Lieutenant Colonel Samuel E Watson with his battalion of men was ready to storm in on the enemy, close by he had the support of General John Quitman. The over all commander was a man by the name of Major Scott,

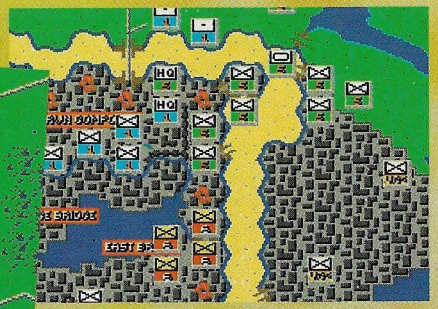
The war started in April 1846 and you gain control of the American forces in September of the next year, when the battle has started properly. The Mexicans are now to the south of the city, the way which you are approaching.

You can select each of the three battalion commanders and change their style of fighting. Unfortunately, the third division is static and mustn't move from its current position. Don't worry it will probably get a visit from the Mexicans anyway. Selecting a probe formation for the other two will get them into an attackng position and they will fight any division who gets in their way.

You must gradually make your way to the city and fight for the Halls of Montezuma. This will need a lot of strategical thinking on your part and it is easy to get completely lost in the proceedings, so read the manual before playing.


The graphics in Halls of Montezuma aren't very complex but they certainly serve their purpose


The battle rages as you fight against one of the rogue enemy units in hope of a victory

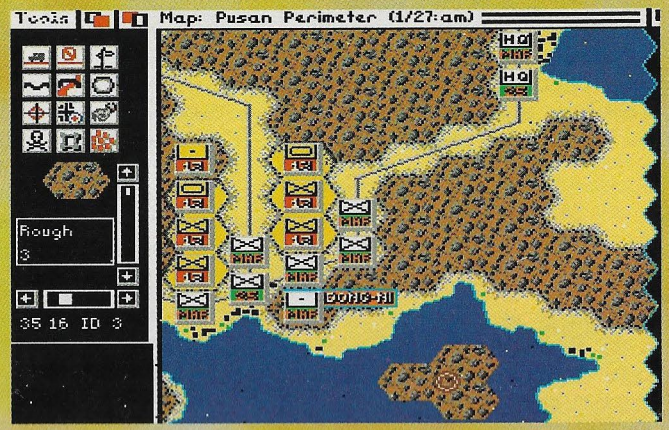

In the late sixties the Americans fought for the city of Hue in Vietnam, can you win this battle?

World War II was one of the greatest conflicts known to mankind, you now get the chance to fight in this War of wars

COMMAND YOUR TROOPS

This is just one of the eight scenarios in the game taking you from the capture of Mexico City, through two World Wars, Korea and the Vietnam War. Each scenario has its own charateristics for the player to master.

As you progress through the wars you will develop air support for your armies, something which comes in very handy for tackling the enemy.



WARPLAN can be used to either edit a landscape of your choice, or create your own

The game is controlled by pull-down menus and icons. These allow you to change from cavalry to artillery or vice versa.

Each scenario is shown in hexagonal terrain patterns with roads, rivers and railways realistically positioned on the map.

This game will not only give you the thrill of controlling the American Marine Corps but you will also get an insight into some of the greatest historical conflicts they have ever fought.

A luvly jubbly digi piccy of a man with a big plank of wood thwacking a little leather ball

CRICKET

You can tell it's nearly summer, can't you? We're being drowned by a plethora of cricket games! A couple of weeks ago we had Mr Robin Smith's International Cricket, and now we have another international game totally developed in Australia. Nothing like variety eh?

Cricket has apparently been designed as an international cricket simulation – there's a surprise! – where the emphasis is on having complete control of the action.

You have the opportunity to pitch your skills against either a computer controlled international team or another player.

HOW GOOD ARE YOU?

Once the game has loaded you are given the opportunity to edit the line-up of the team of your choice. Here you can change the players' names as well as define their batting, bowling and fielding attributes.

Once you have created your superhuman team you can then save them out to disk to play with during the game (oo-er!)

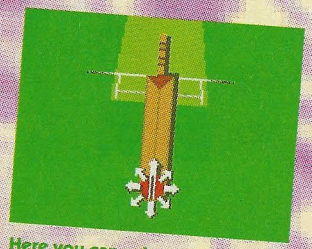
Having mucked about with and become accustomed to all of your men you can then begin the game properly. If you are first in to bowl, straight away you will see the power meter for the bowler.

This is a system very similar to the power gauge in some of the golf games available at the moment.

When you press and hold the fire button a bar will rise on the left hand side of the meter. This is the setting of how powerful the bowl will be.

Once the button is pressed again another bar will begin to move, and this controls the deviation of the ball off the pitch.

All of the controls within the game utilise a similar method, be they for the batsmen, or the fielders.



Here you can select which part of the ball you wish to strike with your bat

Your view of the game takes place from within the pavilion behind the main playing area. This gives a reasonable 3D view of the proceedings, thus allowing you to see pretty much everything of importance.

The graphics themselves aren't particularly impressive, and although an attempt has been made to give the screen some depth it doesn't really work.

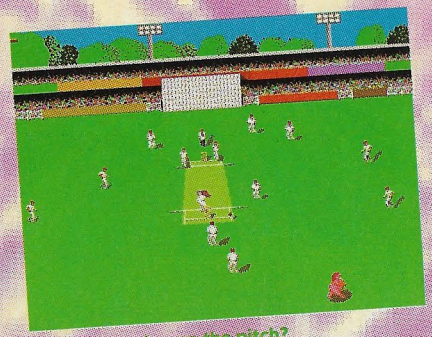
When the players run around they grow and shrink in size but the foreshortening effect is ruined by the jerky animation.

PLAYING TO WIN?

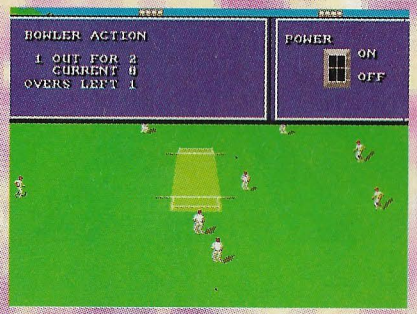
As far as playability goes I wasn't all that impressed. The whole thing just doesn't seem to flow very well, and you seem to spend all of your time mucking about with the different power bars for your players.

Now this would work fine if it just wasn't so tedious! As far as the emphasis being on the action of the game, I found this to be slow and just a little bit boring.

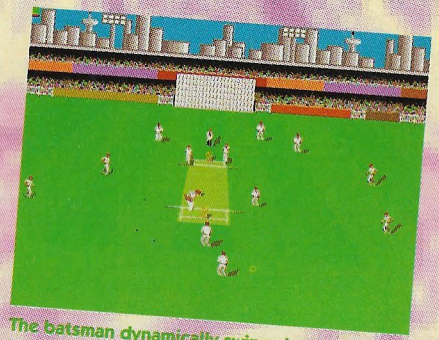
Another aspect which spoils gameplay is the inclusion of the protection system. At periodic intervals throughout the game it will ask you to type in a word from the manual. Isn't once enough? This can get very annoying!



Is that a streaker on the pitch? Good grief cover your eyes



Select the power of the bowl and the level of deviation of the throw



The batsman dynamically swings into the ball. Will he hit it or miss miserably?

FACT FILE

Software House: Soundware International
Development Team: Pacironics
Programmer: Daryl Holden
Graphic Artist: Daryl Holden
Music: Daryl Holden

I can't understand why people keep trying to make computer games using a cricket theme. It just doesn't work! As a strategy game it's dull and as an action game it doesn't have enough... well, action.

Graphically this game has its moments. Admittedly they are brief, but they are moments. Some of the digitized screens are good, it's just a pity that the main game looks awful! Sonically there are also a few nice parts as the digitized sound is of a reasonably good quality.

As playability goes this is just tedious and slow. There isn't any action, and you don't really seem to be in total control of what is actually going on. All you seem to do is initiate a sequence which then proceeds on its own.

The search for a decent cricket game continues...

X-RATING: XX

Gameplay: 8/20
Lastability: 8/20
Presentation: 7/20

RELEASE INFO
Amiga (1 meg) £29.99 Now

FACT FILE

Software House: Hudson Soft

Graphically I thought that this was really quite nifty. All of the characters have been very well drawn and the whole appearance given is that of a cartoon.

The backgrounds are all very nicely drawn and there is some very pleasant looking parallax scrolling giving the game a thoroughly professional appearance. You would never believe that this was simple 8-bit technology running this game.

Despite the excellent presentation this isn't the most interesting game you will ever play.

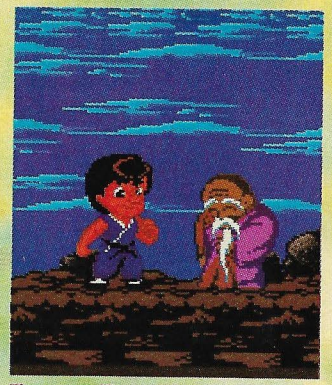
The storyline is far from original and the control system is a little on the dodgy side. Initiating the various karate moves is clumsy and you will often find that the thugs get the better of you before you realise it.

These quibbles aside it ain't 'alf bad and it's certainly one of the better whallop'em-up games for the Engine.

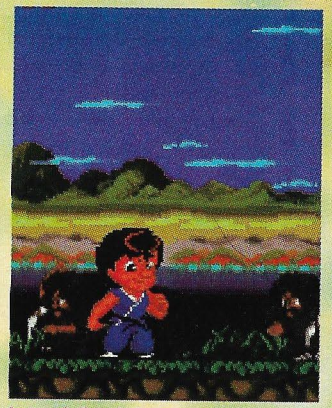
X-RATING: XXX)

Gameplay: 12/20
Lastability: 12/20
Presentation: 16/20

RELEASE INFO
PC Engine £35.00 Now



The guru will try to help you throughout the game. Here you pay him a visit to find out where your beloved has gone



Lots of dirty hairy ugly meanies attack you with very large sharpened objects

Meditating under a waterfall apparently helps the old grey matter to convince you that chasing after your girlie is a good idea

JACKIE CHAN

John

The PC Engine excels in the cartoon style games which are so typical of the Japanese games market. This latest release has you battling through a plethora of levels in an attempt to rescue your sweetheart

The biggest problem with looking at pretty much any PC Engine game is the fact that it's not entirely clear as to what the story line actually entails.

The on-screen prompts and accompanying blurb sheets are all printed in Japanese making the humble reviewers job decidedly difficult.

As far as I can tell, the game begins as young Jackie – the one with the big head and the natty blue suit – is taking his beloved princess for a walk.

ONE FINE DAY

All very romantic and slushy (cue plinky plonky music) until a big evil meanie looking not unlike one of the characters out of Monkey (said at some volume with Japanese accent) floats down from the sky.

He proceeds to show off his magical prowess by initiating a big fireworks display.

Unfortunately for Jackie the surprise of seeing a man floating in the air coupled with this display of magic knocks him senselss and while he's unconscious the big wizard type person whisks away his girlie to a dark and secret place.

Having arrived some moments later Jack is a tad distressed and not a little annoyed at the predicament he finds himself in. Now he's got to waste his weekend traipsing through unknown territory beating up all kinds of low life and trying out a bit of magic on the way.

As he moves out into the wilderness he finds that the occupants of the swamps and villages are a bit on the hostile side.

Obviously taking exception to his fairly loud taste in pyjamas they set about him with large lumps of wood and sharpened metal.

Also, when they are feeling particularly agitated they set large ferocious animals upon him, such as tigers and other beasties.

BEAT'EM-UP ADVENTURE

Being a fairly typical rescue-the-girl-and-kick-in-the-baddies storyline I bet you're thinking that the game itself is nothing particularly original.

Well, to be brutally frank, the concept of the game is not the most unique you are ever likely find yourself playing. Basically, this is a scrolling beat'em-up game which incorporates a bit of adventure.

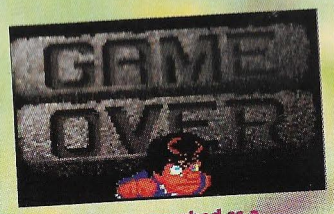
Well, I say a bit but there's nothing exceptionally taxing about this!

You're going to have to work your way through a number of levels before you will reach the prison where your beloved is held captive.

When here you will undoubtedly have to take part in some ultimate battle between good and evil (yawn) where only good will prevail (yawn,yawn). Typical stuff, but a good laugh nonetheless!

All alone in the wilderness. Aaaaah! But not for long, soon you will be attacked by tiny ferocious farmers

The map plots your progress through the oriental wilderness

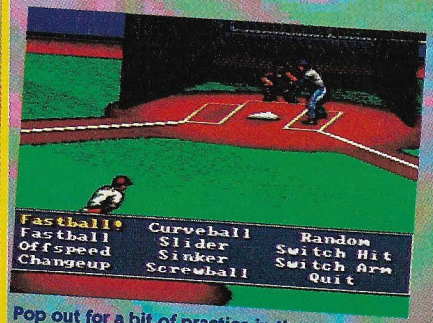


Jackie gets as squashed as a squashy thing – being particularly squashed

The Mega Drive games are becoming larger and larger in terms of sheer memory size. This latest release from American software house, Ballistic, boasts of being the first ever 8 Mb sports sim. Needless to say it is an excellent conversion of an old classic baseball game...

HARDBALL!

There a number of league teams from which to choose and you can play anyone you want



Pop out for a bit of practice in the batting cage – you know you need it

Baseball, that oh so American of sports. Nine men on each side, one side trying to hit a ball with a lump of wood and then run around a diamond shape. The other throwing the ball and trying to catch it when the opposing team hit it. Great stuff.

Throw in an over enthusiastic umpire with a loud voice and a capacity crowd yelling their heads off and you have the perfect sport. Include some hot dogs with chilli sauce and you're practically sorted!

TAKE A CHOICE

Hardball gives you a number of different options to play as either single or two player games. Firstly, you have the opportunity to pop into the practice nets for a chuck about to try out some fancy shots and suitably fancy returns.

Secondly you can play a single game, or if you're feeling really cocky you can go for the World Series and try to become the numero uno team.

The computer controlled team, at all times is an absolute pro unit, as you would expect. Two player games are therefore, considerably more fun!

Your view of the game is from one of two viewpoints. When either batting or pitching you will see from just behind the mound.

For those uneducated in the terms of baseball, the mound is a pile of tightly packed dirt upon which the pitcher stands to look silly while throwing the ball.

The plate (good name that!) is where the batsman stands waiting to hit the leather spherical projectile once it has been thrown at immense velocity in his general direction.

Making contact with said projectile will send it screeching into the stratosphere causing the game's viewpoint to change somewhat to that of the fielders.

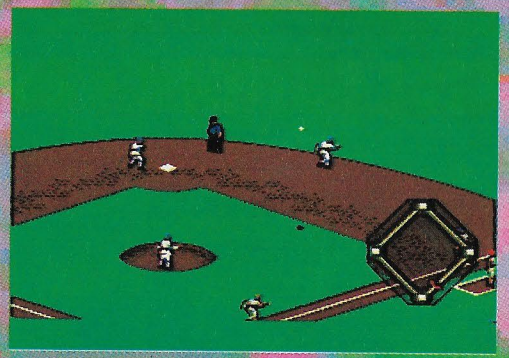
Here, they will attempt to scurry around trying to catch the ball and redirect its course towards one of the bases, thereby causing the batsman to be out. Both views give an effective 3D perspective and look very good indeed.

MORE POP CORN?

Between innings, you are presented with a screen where you can pretend to be the big fat manager and suck on a dirty great cigar.

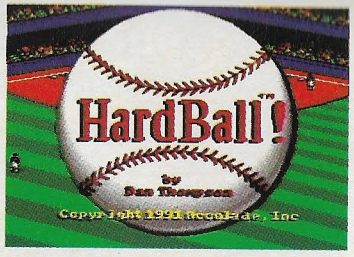
Here you can view the various attributes of your players and kick out anyone who you think is unworthy.

As playability goes it's, well, baseball – innit? The controls are easy to get used to and the game is fast paced and reasonable fun. The formula is tried and tested. Can't go wrong really can you?



The players run energetically towards the ball at superhuman speed

The huge stadium is packed with eager fans waiting to view your baseball prowess



FACT FILE

Software House: Ballistic
Development Team: Dan Thompson, Sam Nelson
Graphic Artists: Suzie Greene, Jeff Rianda, Carolly Hauksdottir, Bonnie Borucki, Jenny Martin
Music: Russell Shiffer

As baseball games go this is possibly the best of its type. The graphics are really very nifty and there are some neat bits of sampled speech, which scream out from your monitor at suitable moments.

Gameplay is fairly straightforward, and suffers very little from over complication. My only major complaint is that some of the fielding is a bit daft and you'll find that the ball disappears to a far away corner of the pitch and none of your players are interested in running to fetch it!

If you're a baseball fan you'll love it. It's good fast paced fun and really great as a two player game. However, those of you who aren't that hot on the old ball walloping will find it gets a bit dull after a while. It's nice to see the Mega Drive technology being stretched further and further.

X-RATING: XXX

Gameplay: 15/20
Lastability: 13/20
Presentation: 17/20

RELEASE INFO
Sega Mega Drive £40.00 Now

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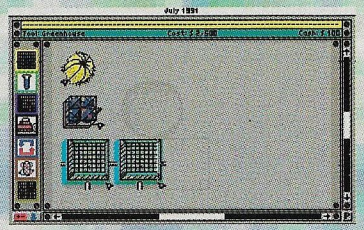
Moonbase Amiga

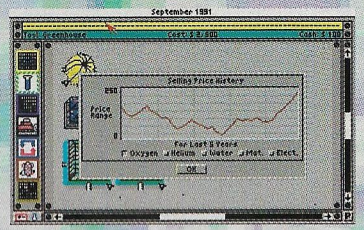
Software House: Mindscape
Development Team: Wesson International
Programmer: Robert Green

Another PC-first release, this futuristic Sim City clone is set to be a popular game for 'build and be mayor of your own town' freaks. Moonbase is completely mouse driven, and like Sim



City, very user friendly.

Although not quite as addictive, Moonbase is more in-depth than the aforementioned, and should offer hours of play. The space theme is a welcome



change from the usual one, and in my opinion is much more exciting than the usual dull suburbia scenario.

On the whole, an excellent game that may be simple in appearance, but looks can be deceptive. Fans of Sim City will love Moonbase.

X-RATING: XXXX

Gameplay: 16/20
Lastability: 17/20
Presentation: 13/20

Hunter Atari ST

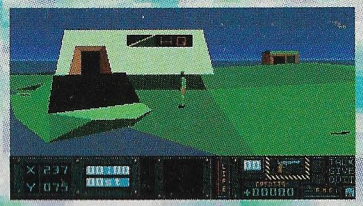
First Reviewed: This Issue
Software House: Activision
Programmer: Paul Holmes
Graphic Artist: Paul Holmes
Sound: Martin Walker

Hunter is a 3D vector game set on a fractal generated landscape which comprises of a series of strategically important islands that have been taken over by enemy forces.

It is your objective to carry out a number small interlinking missions

which, should you be successful, gradually defeat the enemy army.

Released originally on the Amiga, the two versions are virtually identical, although the obvious sound capabilities of the ST have let it down slightly. Being



completely original, Hunter is like Mercenary, only from second-person perspective.

Thirty pounds is a small price to pay for such an excellent game.

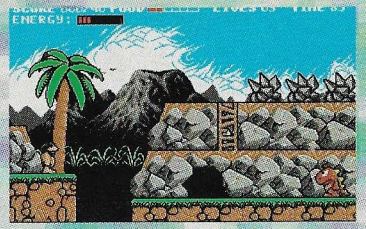
X-RATING: XXXX)

Gameplay: 17/20
Lastability: 16/20
Presentation: 16/20

Prehistorik PC

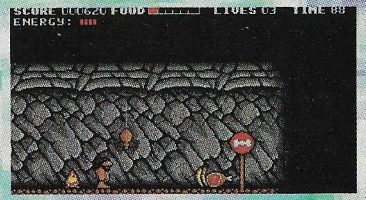
First Reviewed: Issue Nine
Software House: Titus
Development Team: CYBELE
Programmer: Olivier Diaz
Graphics: Jean-Christophe Alessandri
Music: Carlo Perconti

Yet another release of this excellent little caveman romp. Prehistorik, the plucky little caveman likes nothing better than to go out for a spot of



clubbing on his quest for food. Bonky, bonky, bonky with your big club. Luverly.

Graphically this is very close to the original version and plays pretty much



the same. Obviously the game is seriously affected by what hardware you have. With VGA and a 386 PC this would be practically identical to the ST and Amiga version and with a Soundblaster card fitted you can have considerably better noise.

X-RATING: XXXX

Gameplay: 16/20
Lastability: 14/20
Presentation: 16/20

Sharkey's Moll Amiga

Software House: Zeppelin Platinum
Programmer: Lee Briggs
Graphics: Lee Briggs
Music: Sound Images

Set in the 1920's Prohibition era of Chicago this game takes you into the middle of the fighting against the evil gangsters who smuggle liquor into the city.

Grab your tommy gun and head out onto the street. The screen takes the view from your eyes and you must

control a target from your gun as you blast the baddies.

The graphics are very poor and don't show off any of the Amiga's potential in this field. Sound effects are made up of gun shot samples and cries of death from the enemies.

The game is far too easy as I progressed to level four on my first attempt. It is a very poor attempt at an Oppo Wolf clone.

X-RATING: X

Gameplay: 5/20
Lastability: 4/20
Presentation: 6/20

Switchblade II Atari ST

Software House: Gremlin
Programmer: George Allen
Graphic Artist: Paul Gregory
Music: Barry Leitch

Havoc has returned and only a descendant of Hiro can save the planet once more.

You must battle through six action packed levels collecting pieces of the fire blade, the only weapon that can kill

Havoc. Each level takes place in a different area of the planet and is vastly different to the previous.

The ST graphics are amazingly close to the 32 colour Amiga version, and the

full screen playing area hasn't been lost either which comes as quite a shock.

The music was very good and the SFX were better than most around today. Platform freaks and shoot'em-up junkies will equally love this game.

X-RATING: XXXXX

Gameplay: 18/20
Lastability: 17/20
Presentation: 18/20

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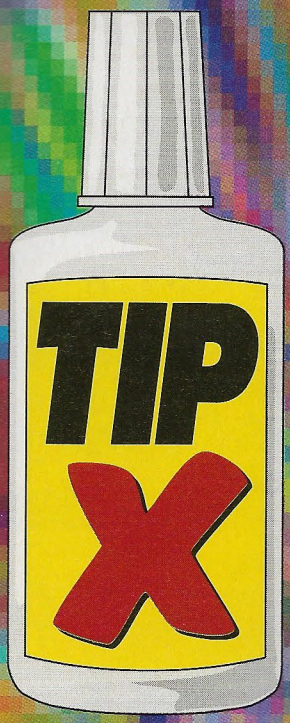
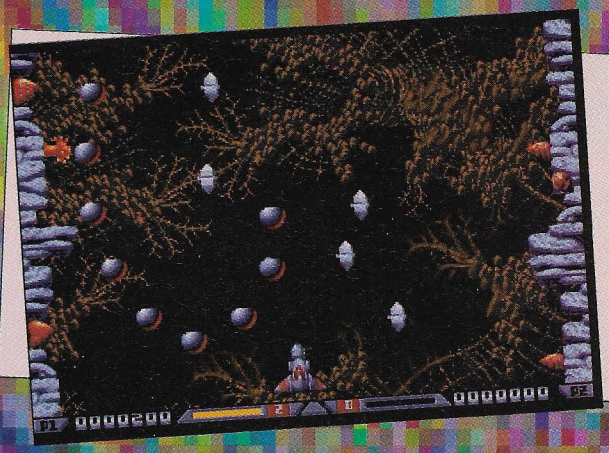


Now come on I'm really not all that interested in people copying out old Tip X pages and sending them back to me. Send interesting bits to: Tip X Dept, *Games-X*, Europa House, Adlington Park, Macclesfield SK10 4NP.

DEFENDERS OF THE EARTH

SAM

A SAM Coupé cheat, two weeks running! What is the world coming to? This another one from Tom Draycott the compete hero from Bushey in Herts. According to him, if you type ORB as the last three letters on the scoreboard you will become invincible! Well how about that.



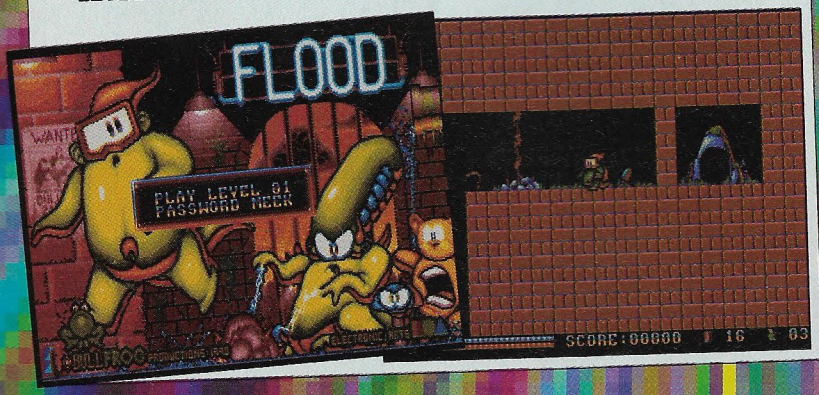
XENON 2 – IMAGEWORKS PC

Stephen Morris from Creigau in Cardiff has kindly provided us with a nifty little cheat for the PC version of this classic megablast. After you've selected your graphics mode by highlighting the appropriate bit, hold down F7. Then, during the game press 'I' and you will be awarded infinite lives. Super stuff eh?

FLOOD – ELECTRONIC ARTS

Now it's been released as a budget title this absolutely wonderful little game is creeping its way back up the charts again. For those of you who have only recently bought it, here are all of the level codes so you can pretend you know what you're doing.

LEVEL 1: FROG
LEVEL 2: YEAR
LEVEL 3: QUIF
LEVEL 4: LONG
LEVEL 5: WORD
LEVEL 6: FRED
LEVEL 7: WINE
LEVEL 8: GRIP
LEVEL 9: TRAP
LEVEL 10: THUD
LEVEL 11: FRAK
LEVEL 12: VINE
LEVEL 13: JUMP
LEVEL 14: NILL
LEVEL 15: FOUR
LEVEL 16: GRIT
LEVEL 17: ZING
LEVEL 18: JING
LEVEL 19: LIDO
LEVEL 20: POOL
LEVEL 21: HATE
LEVEL 22: REED
LEVEL 23: LIME
LEVEL 24: QUID
LEVEL 25: WING
LEVEL 26: FLEE
LEVEL 27: GIGA
LEVEL 28: HEAD
LEVEL 29 LOOP
LEVEL 30: SING
LEVEL 31: JOUX
LEVEL 32: PINK
LEVEL 33: GOGO
LEVEL 34: LETS
LEVEL 35: QUAD
LEVEL 36: BRIL
LEVEL 37: EGGS
LEVEL 38: HENS
LEVEL 39: NAIL
LEVEL 40: SOAP
LEVEL 41: FOAM
LEVEL 42: MEEK



CHIPS CHALLENGE – US GOLD C64 AMSTRAD PC Sinclair ZX Spectrum

A few weeks ago we ran a bunch of level codes for the first thirty levels of the excellent Chips Challenge. Now, thanks to our good friend, Alison Morgan we can now present you with lots more. Instead of giving you every single code I've decided to let you all have a selection of codes from between levels 60 and 145. Pleasant of me eh?

LEVEL 60: ZYVI
LEVEL 65: VPVN
LEVEL 70: GCCG
LEVEL 75: NVDB
LEVEL 80: EVUG
LEVEL 85: LEBX
LEVEL 90: OLLM
LEVEL 95: BIFQ
LEVEL 100: QJXR
LEVEL 105: YNEG
LEVEL 110: QBAO
LEVEL 115: EGRW
LEVEL 120: FLXT
LEVEL 125: MYRT
LEVEL 130: XHIT
LEVEL 135: LYWO
LEVEL 138: LUJT
LEVEL 139: VLHH
LEVEL 140: SJUK
LEVEL 141: MCJE
LEVEL 142: UCRY
LEVEL 143: OKOR
LEVEL 144: GVXQ
LEVEL 145: YBLI

TOTAL RECALL – OCEAN C64

In the ongoing saga of the Total Recall, I can now reveal the C64 cheat to you – how's this for treatment eh? That's practically every format it's been out on. Bit good huh?

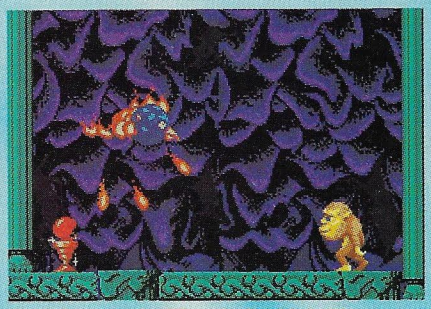
On the scoreboard, you type in LIFE STILL GOES ON, and then press return. The border should now turn white. Pause the game and press backspace and then play on you tape deck. The next level will now load automatically. This method can be applied on any level of the game.

TOKI PLAYER'S GUIDE

After being turned into a monkey and having his girlfriend kidnapped you can understand why Toki is annoyed. He decides to embark on a daring mission to rescue his darling and relieve the tension from his life. Here's a *Games-X* player's guide to the rescue!

Level Three – Caverns of Fire

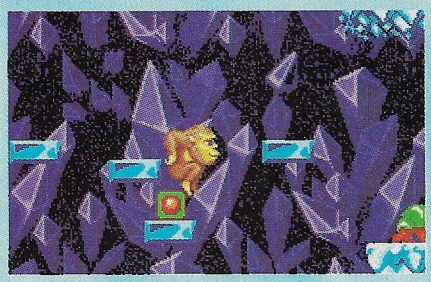
Two devils appear overhead when you reach the spurts of fire. Shoot them then go on



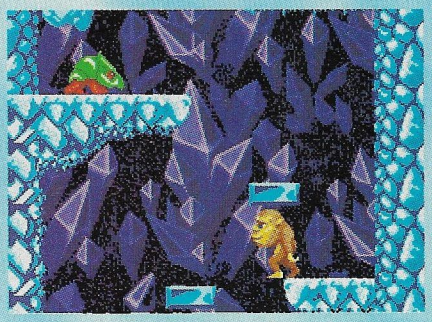
Drop down on the lift and a fire bird will appear. This needs to be shot repeatedly while dodging fireballs until it comes to its timely demise. You can also head-butt the creature if you collect the footy helmet

To cross the fire pits you should kill anything that would get in your way fire by firing across them. Then jump onto the platform as it moves in the direction you want to go

Level Four – Ice Palace



The platforms in the air will drop down if you stand on them for too long. When you collect the wide shot, fire across to the right and jump before the platform drops



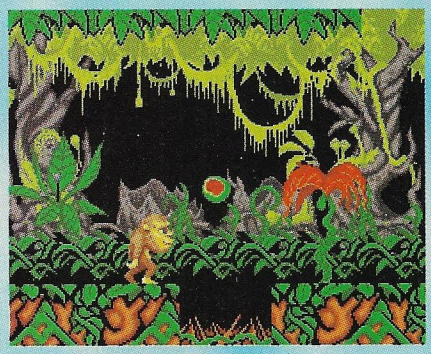
As you proceed upwards you will need to negotiate more falling platforms. This time jump to the right hand side and fire up to the left to clear the way before jumping up

When you reach the top you should wait and shoot the devil as he swoops down for you. Collect the weapon and head right. Jump down the first drop and be careful when you descend the second as it will unleash the creature from the first drop as well as the second one

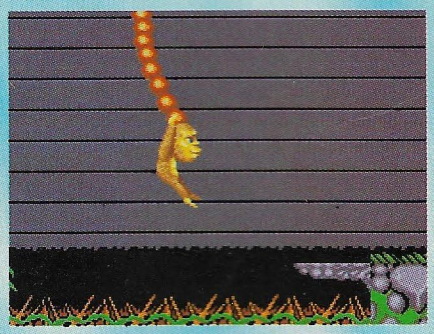
Level Five – Dark Jungle

Beware of enemies appearing in the sky that can be disguised by the lightning. The devils have a tendency to appear this way.

Shoot the green crocodiles as soon as they appear or they will flick a few deadly boulders off their tail. The brave among you will try to use the crocs to bounce higher to get the weapons

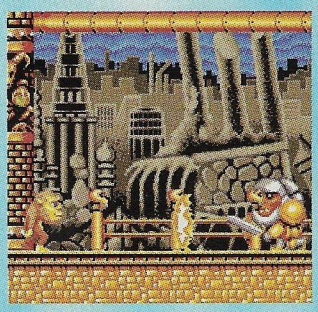


Shoot plants before they get up and either fire at you or jump over you. The big plants only fire once and their shots can be jumped over



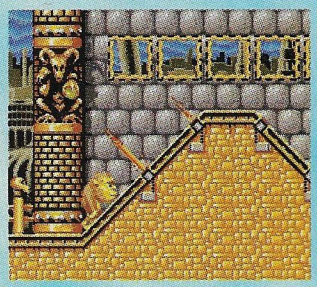
Timing is the only way to cross the chasm on the rope swing and when you do, hurry off the landing platform as it will drop. Our old friend the see-saw also appears on this level

Level Six – Golden Palace



As the knight approaches fire continuously to kill him and then jump over his only shot

Take care when running underneath the jumping pillars (?! – Ed) as enemies appear from the top right and also on the floor. When you get past them use the monkey to get up to the weapon icon



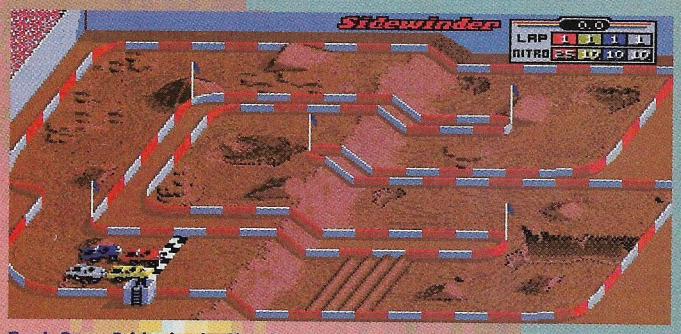
To get past the spurts of fire you will have to time when you run past. At the top you will have to stop and kill the head of the monkey/dog before continuing down the right hand side

Level Seven

This takes place on an overhead rail track where you have to jump over mines as a car moves along. At the end of it all you will meet the end of game nasty so good luck!

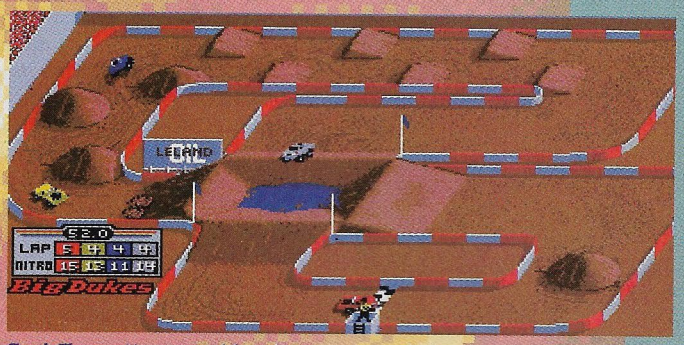
SUPER OFF ROAD RACER PLAYER'S GUIDE

Burnin' round a dirt track in a large custom built truck – one of the things dreams are made of. Virgin's arcade conversion, which is better than the arcade original turns fantasy into reality. Here is a track to track guide to being a success in Super Off Road Racer



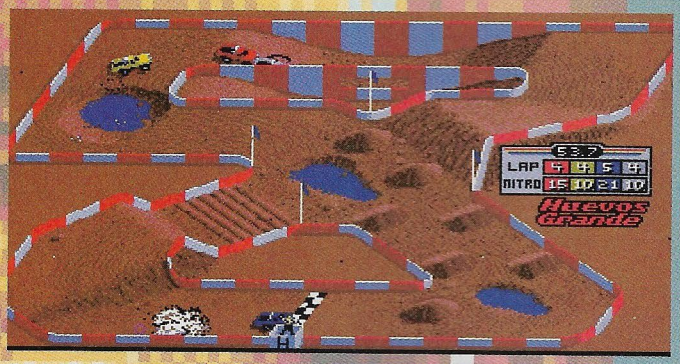
Track One – Fairly simple. Use the nitro only if you are behind the other cars and take the corners as tight as possible. Good players should be able to lap the other drivers fairly easily

Track two - One of the hardest in the game. Try to get a good start or you'll have no chance of winning the race. Only nitro when you are on a long straight and take care across the top



Track Three – My personal fave. Very easy, very fast and extremely enjoyable. It is no hassle to beat the computer opponents. Tip: for maximum pleasure nitro over the centre jump

Track Four – This is very difficult to negotiate, never mind trying to finish ahead of all computer opponents! Use the short cut to gain position but you'll have to be accurate with the turning



Track Five – Again this is rather easy and can be taken at full speed. No real danger points to watch out for so this can be used to relax after the difficult Track Four!

SPEND THOSE READIES!

Nitro – cost $10 per unit. Give you a sudden surge of power and your vehicle will rocket forward until it hits something. Only buy two or three of these at a time as they can also be picked up during the races

Acceleration – cost $80. Added acceleration does exactly what you would expect it to, makes your truck move quicker off the line. This is very important as if you win the previous race you start at the back of the grid

Tyres – cost $40. Your truck will turn in a tighter circle if you replace your tyres with some which have better tread and therefore more grip. It is very wise to buy them before any extra speed otherwise the faster your truck moves the more you'll slide around

Shocks – cost $60. If you don't want your car to bounce all over the place after each and every bump you'd be wise to buy these. More experienced players will notice that they won't be needed until everything else has been purchased

Speed – cost $100. As you progress through the game the computer opponents gradually get quicker and to keep up you will have to buy as much speed as possible. Try to buy it as near to the start as you can

SOME RATHER NICE TIPS

1. Save as many nitros as possible because if you are behind the other cars you will need them in order to win

2. When coming up to a track you don't like and have no credits just start another player and use him

3. Never release the accelerate button as the tracks can be raced at full speed

4. Collect as many nitros and money bags as possible throughout the races to save dosh

5. Try to overtake opponents at the start of the race or you'll have a hard battle ahead

ZX SPECTRUM

SPECIAL COLUMN • SPECIAL COLUMN • SPECIAL COLUMN • SPECIAL COLUMN

Seeing as the coverdisk is only for ST and Amiga owners here's a special column for Spectrum owners. Edited by Nick Roberts of Crash these pages will be part of *Games-X* for three weeks

CRASH

So what's fresh and hot on the Spectrum at the moment then? Well besides a scrummy sausage roll I left on the computer there have been some great games going about.

On the full price side of things US Gold has just released **Mercs** (£11.99), a multilevel eight way scrolling shoot'em-up where you take on the role of a soldier trained in anti-terrorist tactics.

Blasting of a different kind is available in the new game from Audiogenic, **Wreckers** (£10.99). You are one of three keepers of the space station Beacon 04523N and with your control robots have to keep the station running at all costs.

SPECTRUM OWNERS WAIT! DON'T PANIC...

We know that the disk given with this issue is pretty useless to you! But don't worry because being the kind-hearted generous souls that we are at *Games-X*, we'll send you something much better.

If you collect the three disks on this and the next two issues, and return them with a small sum to cover p&p we'll send you a game for your machine! Tune in next week for details of which games we'll be handing out.

TANTALISING TIPS!

Hands up if you love playing computer games but usually can't get past the first level of a game. I, for one, fall into this category. To help you all out here are a few cheat modes on the latest Spectrum releases.

Quick Draw McGraw

On the menu screen, hold down the keys SETUIOP and you should have infinite energy when you start the game. You can still get killed by falling off the train though.

Edd The Duck

Type in WILSON on level three and you will receive a helping hand throughout the level.

Cavemania

Type in ROK as your name on the high score table and you will get infinite everything when you start playing.

Navy Seals

On the high score table type in CLUBBING SEASON. You will then be given information on how to cheat.

Gremlins 2 – The Final Batch

All you have to do is type in your name as SINATRA on the high score table. You will then find you have infinite lives.

NEXT WEEK...

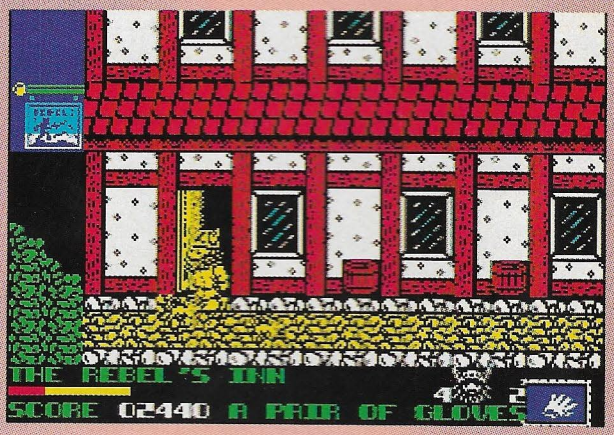
★ ***The complete low down on the SAM Coupé scene, including the great new Prince Of Persia!***

★ ***More tips, All Time Greats, and reviews of the latest Spectrum games.***

BUDGET BONANZA

If you don't have the dosh to fork out for full price games then there is always some great budget software around...

SPIKE IN TRANSYLVANIA
CODE MASTERS
c£2.99



Spike In Transylvania is the new one from Code Masters, one of the best budget software houses around. It follows the story of Spike the Viking.

He was shipwrecked along with some of his mates in Transylvania and being a little on the drunk side they were arrested and locked up in prison. Spike managed to escape the grip of the local fuzz, but life without his drinking chums was not much fun.

The idea of the game is to liberate all Spike's friends from prison. This is done in classic arcade adventure style by picking up objects in one location and using them in another.

The land of Transylvania is shown in a semi 3D style with plenty of colourful locations and amusing incidents in store for the player. The puzzles are quite simple so the game will appeal more to the younger audience.

Spike in Transylvania is a fun little game. At £2.99 you can't go wrong.

SPECTRUM ALL TIME GREATS!

Since the Spectrum was born way, way back in 1982 there have been literally thousands of games produced, some of them pushing the computer to its limits and others being only fit for the bin! This is the first part of the all time top 30 games which no Spectrum owner should ever be without.

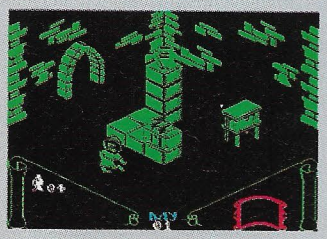
30. KNIGHTLORE

Werewolves and gallant knights explore a 3D world.

Crash score: 94%

Release date: 1985

Where to get it: Shop around, market stalls are your best bet



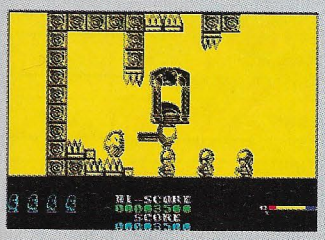
29. NEW ZEALAND STORY

Arcade platform shoot'em-up, packed with cutesy sprites and animation.

Crash score: 91%

Release date: 1989

Where to get it: Still on full price release



28. R-TYPE

A classic arcade shoot'em-up with loads of colour and mega-weapons to collect.

Crash score: 92%

Release date: 1988

Where to get it: Re-released by The Hit Squad

27. STARGLIDER

Space invaders meets strategy in a complex but enjoyable game.

Crash score: 95%

Release date: 1986

Where to get it: Not yet on re-release, just shop around

26. OPERATION WOLF

Blood and guts galore as you take out your rifle and pop off those enemies.

Crash score: 91%

Release date: 1988

Where to get it: Re-released by The Hit Squad

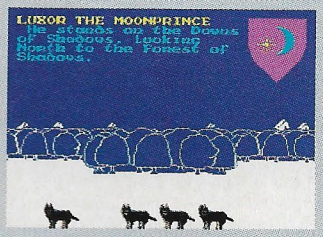
25. LORDS OF MIDNIGHT

A graphic adventure game that amazed everyone when it was first released.

Crash score: 10/10

Release date: 1984

Where to get it: Look around market stalls!



24. JET SET WILLY

A real Spectrum classic platforms and ladders game, the graphics are not amazing up to today's standards but the playability is still there.

Crash score: 95%

Release date: 1983

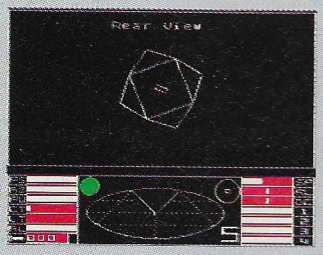
Where to get it: Rare, look around

23. ELITE

It's not very often a game achieves cult status, but Elite certainly did with its spacey trading gameplay.

Release date: 1985

Where to get it: A matter of shopping around (again!)



22. SABRE WULF

One of the great Ultimate games, this is a flip screen arcade adventure with lots of cuddly creatures to kill you.

Crash score: unrateable!

Release date: 1984

Where to get it: As with all Ultimate games, you cannot find them on re-release, you just have to get lucky

21. ROBOCOP

Blast'em up action with a licence of the brilliant film.

Crash score: 92%

Release date: 1988

Where to get it: Re-released by The Hit Squad

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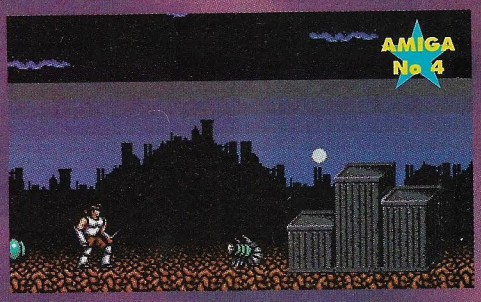
Once again here are those special charts compiled

GALLUP CHARTS

Here's a question for you all – how can the **Dizzy Collection** be so popular when the five games on it are constantly in the Budget Chart? Is Code Masters bribing people in the street to buy its games or are you all very stupid indeed?

After a dramatic fall from the top last week, **Eye of the Beholder** returns to the top of the Amiga Chart knocking **Switchblade 2** back down to number four. **Railroad Tycoon** reappears, as does the Bitmap Bros' duo, **Speedball 2** and **Gods**.

The excellent **Monkey Island** is now content with its success and is on the way out. By the way Brian no longer gives tips out so STOP RINGING HIM!!!



In the ST Chart **Warzone** sticks at number eight for a second week as if trying to steer clear of the brutal battle being fought overhead. **Lemmings** comes out as victor this week but the **3D Construction Kit** from Domark looks set to attack.

From the C64 Chart you can see that US Gold's brilliant **Shadow Dancer** conversion has made its impact on the 8-bit machines and it won't be long before it takes the ST and Amiga Charts by storm. Watch this space!

The very old **Supremacy** holds at the number one spot of the C64 Chart for a second week and it looks like my harsh words about the **Turtles** game has done some good as the game has fallen to number ten and looks as though it will, deservedly, disappear from the rest of the Charts very soon as well.

AMIGA CHART

1	▲	EYE OF THE BEHOLDER	US GOLD	SSI
2	▲	PGA TOUR GOLF	ELECTRONIC ARTS	LEE ACTOR
3	◆	WINNING TACTICS	ANCO	DINO DINI
4	▼	SWITCHBLADE 2	GREMLIN	GEORGE ALLAN AND PAUL GREGORY
5	★	RAILROAD TYCOON	MICROPROSE	SID MEIER
6	▲	HEROQUEST	GREMLIN	221B
7	▼	MONKEY ISLAND	LUCASFILM	IN HOUSE
8	★	SPEEDBALL 2	IMAGEWORKS	BITMAP BROTHERS
9	★	GODS	RENEGADE	BITMAP BROTHERS
10	★	CRICKET SIMULATOR	SOFTWARE INT.	IN HOUSE

ST CHART

1	▲	LEMMINGS	PSYGNOSIS	DMA DESIGN
2	▼	ARMOUR-GEDDON	PSYGNOSIS	P HUNTER AND E SCIO
3	★	FINAL WHISTLE	ANCO	DINO DINI
4	◆	HEROQUEST	GREMLIN	221B
5	★	3D CONSTRUCTION KIT	DOMARK	INCENTIVE
6	★	WINNING TACTICS	ANCO	DINO DINI
7	▼	GODS	RENEGADE	BITMAP BROTHERS
8	◆	WARZONE	CORE DESIGN	IN HOUSE
9	★	MEGATRAVELLER 1	EMPIRE	OXFORD DIGITAL ENTERPRISES
10	★	LIFE AND DEATH	MINDSCAPE	SIMON J BEAL

C64 CHART

1	◆	SUPREMACY	VIRGIN	PROBE
2	★	MULTI PLAYER SOCCER MANAGER	D&H GAMES	IN HOUSE
3	★	SHADOW DANCER	US GOLD	IMAGES
4	▼	DIZZY COLLECTION	CODEMASTERS	OLIVER TWINS
5	▲	BIG BOX	BEAU JOLLY	VARIOUS
6	★	CREATURES	THALAMUS	APEX BROTHERS
7	★	NORTH AND SOUTH	INFOGRAMES	IN HOUSE
8	★	POWER UP	OCEAN	VARIOUS
9	▼	BACK TO THE FUTURE 3	IMAGEWORKS	PROBE
10	▼	TEENAGE MUTANT HERO TURTLES	IMAGEWORKS	PROBE

BUDGET CHART

1	◆	DIZZY COLLECTION	CODEMASTERS	OLIVER TWINS
2	▲	VIZ	VIRGIN	PROBE
3	★	MULTI PLAYER SOCCER MANAGER	D&H GAMES	IN HOUSE
4	◆	F16 COMBAT PILOT	DIGITAL INTEGRATION	DI
5	▲	BIG BOX	BEAU JOLLY	VARIOUS
6	▼	TEENAGE MUTANT HERO TURTLES	IMAGEWORKS	PROBE
7	▲	SHADOW DANCER	US GOLD	IMAGES
8	★	POWER UP	OCEAN	VARIOUS
9	★	SUBBUTEO	ELECTRONIC ZOO	IN HOUSE
10	▼	ROBOCOP 2	OCEAN	SPECIAL FX

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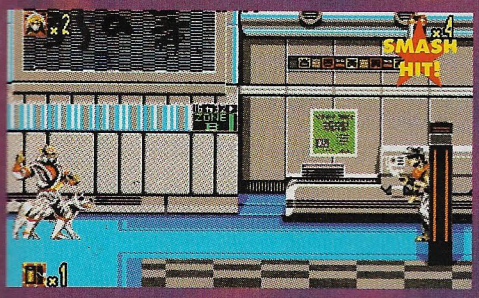
HARTS



The Spectrum and Amstrad Charts are very boring at the moment with only one new entry each every week – if that! – and a host of re-entries.

Are you buying the same games over and over or something? I also see the official **England** footie game only lasted a week! You read it here first.

TEAM TALK

The Sonic sensation has started a new era in the office. Not only has he conquered the perils of Mario, but Alex is also very close to doing so on Sonic The Hedgehog after only two days! Is he excellent or what? (What. I think! – Ed) No one else has progressed as far as the wonder writer himself!

Hugh's mental state has reached an all-time low – he now sits at his desk with a cardboard mask on his head. The medication doesn't seem to be working!

Carolyn, meanwhile has taken the steps to rectify this by attacking the offending mask-like item with a pair of scissors, nice one!

1	▲	**TEENAGE MUTANT HERO TURTLES**	House: IMAGEWORKS Team: PROBE
2	◆	**DIZZY COLLECTION**	House: CODEMASTERS Team: OLIVER TWINS
3	◆	**VIZ**	House: VIRGIN Team: PROBE
4	★ R	**NARC**	House: OCEAN Team: SALES CURVE
5	★ R	**SUPER MONACO GP**	House: US GOLD Team: ZZKJ
6	◆	**BIG BOX**	House: BEAU JOLLY Team: VARIOUS
7	▲	**TOTAL RECALL**	House: OCEAN Team: IN HOUSE
8	★	**SHADOW DANCER**	House: US GOLD Team: IMAGES
9	▲	**FISTS OF FURY 2**	House: VIRGIN Team: VARIOUS
10	★ R	**FUN SCHOOL 3 (5-7)**	House: EUROPRESS SOFTWARE Team: IN HOUSE

1	◆	**SUPER MARIO LAND**	House: NINTENDO Team: NINTENDO ENTERPRISES JAPAN
2	◆	**DOUBLE DRAGON**	House: NINTENDO Team: NINTENDO ENTERPRISES JAPAN
3	▲	**GARGOYLES QUEST**	House: NINTENDO Team: NINTENDO ENTERPRISES JAPAN
4	▼	**SPIDERMAN**	House: NINTENDO Team: NINTENDO ENTERPRISES JAPAN
5	★	**REVENGE OF THE GATOR**	House: NINTENDO Team: NINTENDO ENTERPRISES JAPAN

Monthly Game Boy chart compiled by Bandai UK

Once again the Game Boy chart refuses to amaze anyone. **Super Mario World** is deservedly still the top of the heap, will nothing bring him down?

The only thing which looks as though it may be able to is the new game at numero five, **Revenge of the Gator**. I wonder what that game involves?!

Double Dragon holds its own at the number two spot for a second month and is the only violent game in the five this time around. The webbed wonder and **Gargoyle's Quest** have swapped places (Yawn!)

Please buy some different games – I want some new ones in the Chart or I'll have a nervous breakdown!!!

1	▲	**MAGIC LAND DIZZY**	House: CODEMASTERS Team: OLIVER TWINS
2	▼	**QUATTRO CARTOON**	House: CODEMASTERS Team: VARIOUS
3	◆	**DIZZY PANIC**	House: CODEMASTERS Team: OLIVER TWINS
4	◆	**DRAGON NINJA**	House: HIT SQUAD Team: OCEAN FRANCE
5	◆	**MULTIMIXX 1 GOLF**	House: KIXX Team: IN HOUSE
6	◆	**DOUBLE DRAGON**	House: MASTERTRONIC Team: BINARY DESIGN
7	▲	**FANTASY WORLD DIZZY**	House: CODEMASTERS Team: OLIVER TWINS
8	★ R	**CONTINENTAL CIRCUS**	House: MASTERTRONIC Team: TEQUE
9	★ R	**PAPERBOY**	House: ENCORE Team: NEIL BATE
10	★	**RED HEAT**	House: HIT SQUAD Team: OCEAN
11	▲	**QUATTRO ADVENTURE**	House: CODEMASTERS Team: VARIOUS
12	▼	**EURO BOSS**	House: E&J Team: IN HOUSE
13	★ R	**QUATTRO RACERS**	House: CODEMASTERS Team: VARIOUS
14	▼	**LOMBARD RAC RALLY**	House: HIT SQUAD Team: RED RAT
15	◆	**CAVEMANIA**	House: ATLANTIS Team: SHAW BROTHERS

★ **New Entry**
▲ **Climber**
◆ **Non mover**
▼ **Faller**
★ R **Re-Entry**

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SHADOW WORRYERS

I bought Shadow Warriors a few months back from now and I find it quite good although very hard. When me and my Dad played it we got to level five, but we can't get past the monsters that are in the water. I tried kicking that back under the water but it does nothing. Please, please, please help.
John Booth, West Midlands.

Dr X: Strange, I found Shadow Warriors far too easy. However, if you're not as good as me, which is very likely, you may get stuck. Now, as I seem to remember all I did was kick their watery rear ends. This, should you be doing it correctly, will definitely knock away at their energy.

RED HERRING

Please could you send me £100 worth of Amiga software for no good reason what-so-ever.
David Cockram, Chinley.

Dr X: Why sure I will. In fact I'll throw in an A2000 for good measure.

Congratulations to David Cockram. All of this lovely software won't be working its way to you

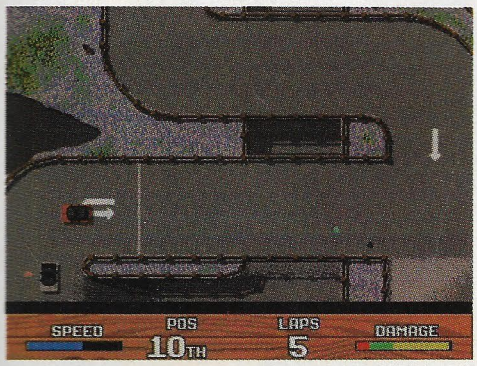
MEGA-DRIVING

Please, please, please could you give me a tip (NOT a cheat) for Supercars 2 as I've been slaving over my Amiga trying to finish the hard level for about four weeks, but still can't complete it. Also could you tell me if the Mega Drive price will be cut again soon.
Steven, Billingshurst.

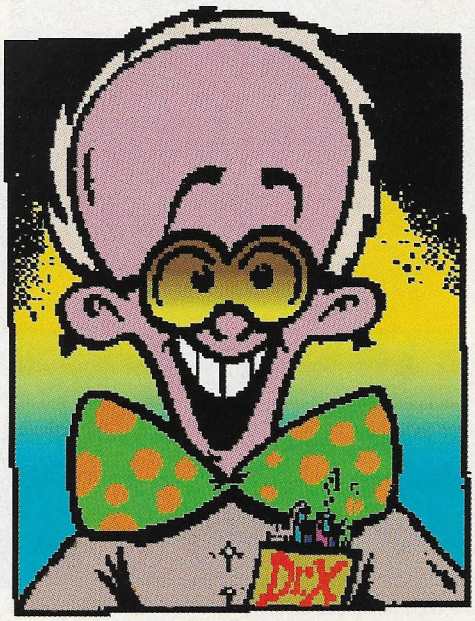
Dr X: I wish you'd be more specific as to where you'd like help. For instance, a tip for Supercars 2 could be use your missiles to destroy the other road users. Although this is a tip, it's not very useful.

There aren't any tips that are of extreme importance, although it is best to keep a keen eye on the prices of equipment and keep your car stocked up with missiles and armour if you need it.

As for the Mega Drive, there is a rumour that the price will be slashed to compete with the release of the Super NES – formerly the Famicom – and will be bundled with Sonic the Hedgehog and Mickey Mouse.



When you write in for a tip, it's best if I have a specific problem to tackle, otherwise I might end up writing dribble (Dr X write rubbish... what's new? – Uncle X)



Dr X

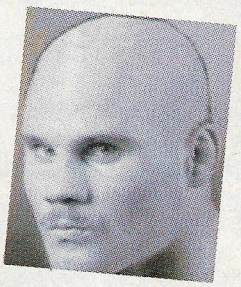
The mail bag is overflowing with piccies of yours truly drawn by the talented hands of *GX* readers. This week I'm displaying Adam Winter's – from Herts – effort. Compared to some of the other drawings I look relatively normal, but there's no way I, the one and only Dr X, would wear jeans with patches on. Thanks Adam, but no thanks. Send your letters to Dr X, *Games-X*, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

THINK ABOUT THE FUTURE

Please would you once again excel in your generosity and let one of your lovely followers share in your wisdom. I am a keen, yet hopeless adventurer who has become addicted to Future Wars. Now you will have probably completed this game millions of times and would feel insulted by anyone who got stuck so early in the game. I can get to the room just after the room that tries to squash you with its ceiling. It is here that my brain cell (singular) overloads.
1. How do you get past the guard after you set off the alarm when using the photocopier?
2. Do you need to photocopy the documents?
3. Do you need to kill the guard with some sort of weapon?
4. Why were we put on this planet?
5. What is the secret of Stonehenge?
6. How much is Terry Wogan earning a year?
7. Will President Gorbachev ever wipe that red bird muck off his head?
Steven Millward, Leeds.

Dr X: Congratulations, you win the 'most inquisitive ***' award this week. Your prize? Well, I'll answer your questions for you.

1. As far as I can remember you have to pick up the papers and drop them in the slot. Then you press a few buttons (I can't think what order – try trial and error) pick up the copies and then jump into the activated teleporter on the right.
2. Yup, you sure do.
3. You don't have to lay a finger on the poor guy.
4. I don't know about you, but I was put on this planet to answer stupid questions from pratts like you.
5. The Great Tel isn't earning as much as he deserves.
6. Are you ever going to finish this letter?

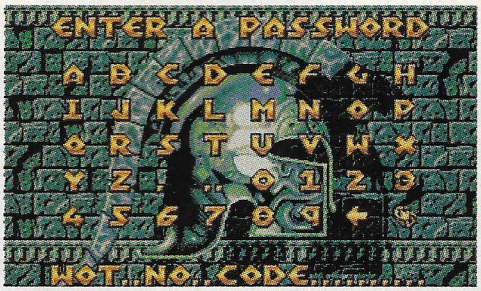


Another of the world's most puzzling questions – will Brian ever shave his top lip? Why has he more hair down under than on his shining head? Why am I rambling on about the industry's most exciting staff writer, Bri? Stay tuned for all the latest information

GODS ALMIGHTY

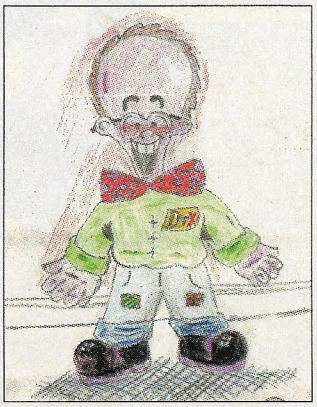
I have a problem to do with the wicked Bitmap Bros game, Gods. Basically, where do you get the password? In the book it says you are given it when you complete a level, but I haven't yet received a code. Please help.
David 'frustrated' Steven, Kent.

Dr X: You don't actually get the code when you destroy the end-of-level guardians, but you have to keep battling through the next stage. Then, and only then will you be given the password that lets you start on the next level.



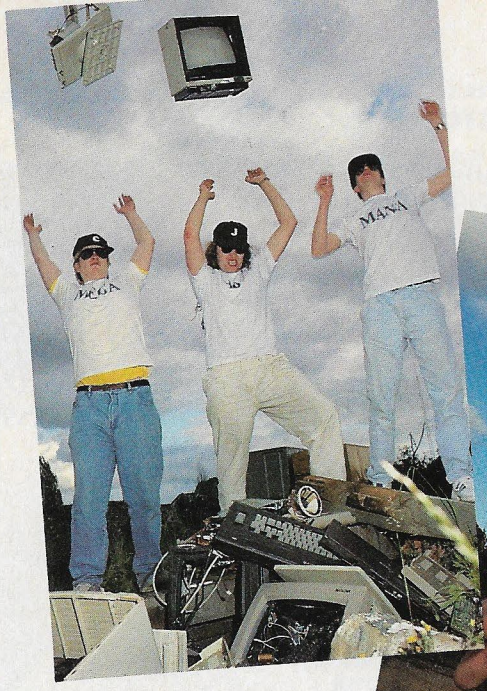
Before you are awarded with a code, you have to complete the stage after defeating a level guardian

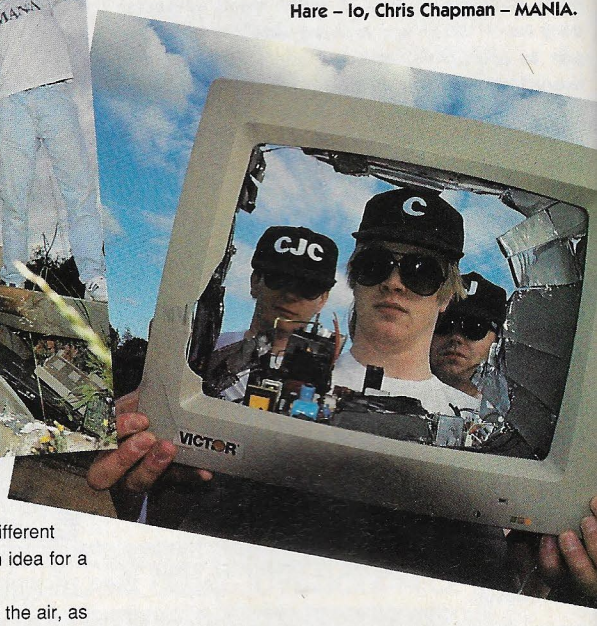
DR X REVEALED AGAIN



Here we have Adam Winter's representation of me, and one of the only entries to be drawn in full colour! Adam has left out the perversions some of you have included, and has nattily dressed me in a luverly green top and patched jeans

Arguably the most inventive and exciting civilization game since Populous, MEGA lo MANIA is shaping up well. Jason Spiller interviews the boyos behind Sensible Software – the game's unusual, mega-designers.





When there's not much on tele these lads do the 'sensible' thing, trash the box and set about creating great entertainment; Chris Yates – MEGA, Jon Hare – lo, Chris Chapman – MANIA.

Get sensible, get MEGA lo MANIA

We've got Mrs Thatch to thank for Sensible Software! Five years ago, team leaders Jon Hare and Chris Yates, had completed their contract at LT Software and were unemployed, then they turned to the Enterprise Initiative.

Jon Hare: "Forty quid doesn't stretch very far, but Chris and I had basic development kit and being boracic is a big kick in the pants to get out there and earn."

With Sodov the Sorcerer, Twister, International Karate and Skyfox already under their belts, messrs Hare and Yates set up shop at Chris' house, and over the next couple of years churned out such successes as Microprose Soccer, Wizzball, The Shoot'em-up Construction Kit and International 3D Tennis.

Jon Hare recalled the inspirations behind MEGA lo MANIA: "This project has actually been on the boil for two years, and it started out very different to how it ended. We had this brainstorm of an idea for a shoot'em-up with an element of management.

Instead of plucking extra weaponry out of the air, as you do in just about every blast, you actually had to mine the materials design the weaponry and manufacture it yourself. Controlling this mothership, you would wear two hats, that of pilot and weaponry manufacturer."

EVOLUTION

The links between a shoot'em-up management and a game of evolution and civilization seem less tenuous as Jon explained further:

"The game was to be set in a landscape consisting of 16 sectors. You would have to identify what resources and elements could be mined and learn how the materials could be fashioned into weaponry."

Jon identified yet more links with MEGA lo MANIA: "There were going to be robots which you built and put into suspended animation where they would procreate in preparation for a deciding battle. Or you could deploy them to mine or design the weaponry. This would be the management aspect."

BACK TO THE DRAWING-BOARD

But after pedalling the design around the software publishers with barely a nibble of interest, it was back to the drawing-board. "We were a bit disheartened, but we stripped the design down to try and identify the problem. Our first theory was that there were loads of shoot'em-ups around and the market didn't need another one."

But the team made a far more significant discovery. Jon continued: "The game was giving too much technology right from the start, and because there was no element of evolution, there was no need to advance. This meant that the aspect of design and invention was pointless."

Long before Populous, Hare and Yates decided to set their game of invention and evolution in a civilization.

"We wanted to humanize the game and so we replaced the robots with people and stripped back the technology level to prehistoric. We set up a team with programmer Chris Chapman and Joe Walker and came up with the scenario."

THE PLOT THICKENS

Slowly, a story evolved of an orb which gives birth and develops planets. The last stage in this process is to introduce intelligent life, and it is here that gods throughout the universe challenge each other for the right to govern the civilization in a game of evolution.

Jon explained: "MEGA lo MANIA is split up into epochs, beginning with prehistoric. Through a process of mining the planet, you can discover the resources of the land and use these materials to create weapons and tools.

Of course, in early stages of evolution this is just sticks to hit with and rocks to throw. But if your invention advances evolution, you progress through Old Testament to Roman and Norman times and with each advance, you have more resources and intelligence to work with."

Each game consists of four epochs and there is a stage that you cannot go beyond. However, in the next attempt, you begin at Old Testament and you can go to Medieval times. Then you start in Roman times and if you succeed you end up in Victorian era and so on.

FINAL COUNT DOWN

Jon carried on: "Eventually you begin in Victorian times and arrive at a level similar to our present point of evolution. Then finally, if you start at World War I, you reach the space age level and here you can put men in suspended animation for the mother of all wars."

MEGA lo MANIA features 300K of digitized speech, courtesy of music/fx genius, Richard Joseph. This is not a frivolous waste of memory as the voice points out that one epoch is over and other is beginning.

Jon: "Your progress is a process of mining natural materials and setting your men to design weaponry and tools. The more you mine, design and manufacture, the more technologically advanced you get.

"Further up the evolution ladder, you have the materials and know how to invent flying machines – Spitfires in fact. This initiative is actually given to you by what your opponents are equipped with. As evolution moves on to nuclear weapons and then SDI, the resources will be there in seams beneath the ground, and as you advance you must use your experience to build adequate weaponry."

MEGA lo MANIA can be played offensively or defensively, but you must remember your objectives – to manage your civilization, advance evolution and prepare for the final battle by putting a number of men in suspended animation.

In theory, you can be mining up to 56 seams, and with all the inventing going on, you will be swamped with messages:

Jon concluded: "At the nuclear weapon stage, if someone fires a nuke it's far more devastating than being hit by a rock from a giant catapult, and so you've got to build nuclear defence fast. If you're successful, you can mount SDI equipment on top of a turret and take a nuke out of the sky – it turns into an advanced version of the paper, stone, scissors game."

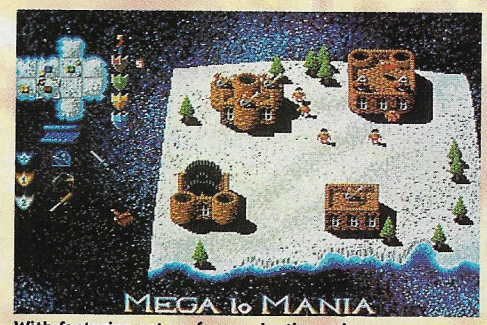
The inspirational MEGA lo MANIA is due for release in September – don't miss it!

From epoch to epoch you must mine the planet's resources and discover ways of constructing weaponry and tools

This is your land. You must fight for the right to govern it in a race of evolution

Beneath the land is a seam of natural resources which must be mined

Your ojective is to maintain your civilisation and accelerate the course of evolution



With factories set up for production, who knows what weaponry will roll out of the door – from giant catapults to nuclear warheads

In the name of evolution the once virgin land has been raped and devastated in the cause of evolutionary progress

CONSOLE CONNEXIONS

Sega, Nintendo, Lynx, Game Boy, Famicom, Game Gear, PC Engine

GAME: ABRAMS BATTLE TANK
MACHINE: MEGA DRIVE
PRICE: £38.00
SUPPLIER: PC ENGINE SUPPLIES

After a ruthless Soviet attack the United States must put up a strong defensive front and then mount a counterstrike. You have been elected to command the battle tank and wipe out the Soviet offensive.

This simulation cart, converted by the UK's very own Realtime Games from the PC computer original and published by Electronic Arts, gives you four different viewpoint positions from which to plan your strategy.

The gunner's station allows you to select a range of different ammunition and/or a machine-gun. Other read-outs include your speed and targeting information.

Night time thermal views are used from here too. The tank commander's station gives access to the battle maps while the driver's station is where you navigate your iron coffin from. The cupola is used by the tank commander to get a better view. It is especially handy for spotting helicopters. One interesting strategy is to use the undulating terrain to hide behind – then pop up as a nasty surprise to the enemy!

CONSOLE CONNEXIONS 86% RATED

Besides tanks you will be facing helicopters with one mission – to blow you out of the game. Abrams Battle Tank features eight different scenarios (plus a campaign option), the option of night or day fighting and two difficulty levels.

Abrams Battle Tank is an excellent conversion from the PC and as one of the first polygon-based games for the Mega Drive has certainly been well implemented.

The game speed is up to scratch and the graphics, especially the bitmaps, have been improved from the PC's EGA screens.

Realtime have done a good job. More please!

It's Wood Gnome time again! Let's hold Uncle Paulus' hand and venture into the forest for another console bowl of delights.

NEC FMV BREAKTHROUGH

Reports are coming in that NEC is currently developing a new interactive display. Leaked details include that the new system will be CD-ROM based and will go far beyond the current CD technology currently used by NEC. Much of the difference is due to the data compression. The new technology will allow NEC to store 100 times the amount of information they can currently put on CD.

This kind of technology capability opens the field in several areas. For instance CD-ROM technology of this nature has important uses in education and, more importantly, the games player as it should allow the use of full motion video in their games. NEC has experimented with actual video footage already in CD titles such as It Came From the Desert and JB Harold Murder Club.

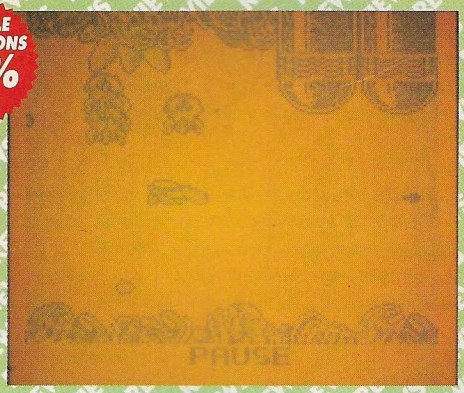
At this point it is unknown whether NEC will be running the video system through a PC Engine or a new 'black box'. No price announcements are known but it is believed that hardware will not see the light of day during this year, at least.

NEW FAMI CONTROLLER 1

Even though the Super NES (Super Famicom) is still hot from the USA CES launch, two companies have already been developing new controllers to be used with the system.

Bondwell has come up with a new Quickshot controller for the Super NES. The controller is kidney shaped and has all of the regular features of the Super NES pad. Additionally, the Quickshot has three turbo-fire settings and a slow motion option that helps when the game is moving just a little too fast. The pad and the four buttons are similar to those used on the Super NES and are in the same positions.

The controller from HAL is more of a joystick console than a regular keypad. This joystick looks like



CONSOLE CONNEXIONS 80% RATED

GAME: R-TYPE
MACHINE: GAME BOY
PRICE: £25.00
SUPPLIER: WHIZZ-KID GAMES

They came from an unknown galaxy light years away, wreaking havoc and chaos. Possessing incredible fire power and an alien armada that can obliterate an entire star cluster, the Bydo Empire is an evil force of destruction to be reckoned with. Now they are entering the Milky Way and are knocking on Earth's front door.

The Earth Defence League is nearly helpless against this brutal onslaught of intergalactic terror, but there is a ray of hope. They have developed the ultimate in offensive laser weaponry code-named – R-TYPE. A prototype craft dubbed R-9 will be equipped with this weapons system and piloted into the heart of the Bydo Empire.

Power-ups include extra speed, a plasmo ball of energy that destroys anything it touches, a laser that bounces off walls, a fire laser that shoots parallel to the ship and a bubble unit that covers a great area in front of the vessel.

All Game Boy owners should keep a look out for this cart. Rarely does a Game Boy game capture the attention like this. Brilliant gameplay and graphics are featured in this hand held shooter's dream.

a cross between the NES Advantage joystick and the Power Stick for the Mega Drive. Like the Quickshot, this controller has a turbo fire feature and slow motion.

However, it is different because it comes with an actual joystick instead of the controller pad that both the regular NES and the Quickshot controllers have. This is a real advantage in some games where you need more control than you can get from the pad.

SEGA CD UPDATE

It's been along time coming, but now the Sega CD-ROM has finally appeared! Countering Nintendo's recent announcement of its intentions to proceed forward into CD-ROM, Sega has constructed a solid machine that boasts a number of features and goes the long haul to deliver a machine that actually comes close to doing it all!

Sega recently held sneak previews to a selected few, in Japan recently and *Games-X* was able to infiltrate a spy into the secret show – a small budgie called Kevin. The Sega super system will clock ¥50,000 in Japan (around $375.00 or £210.00) where there are already 27 licensees signed on to produce CD games. These include familiar names like Sunsoft, Asmik and Wolf Team.

The machine will come with its own 16-bit processor that will give the Mega Drive the capability to perform advanced features like scaling and rotation. Graphics will also be crisper with CD quality sound (music and voice) and the ability to play normal CDs. The machine has a large RAM buffer and plenty of software support on the way.

NES ON TAPE?!?

Weird! Those guys from Canada – Camerica, the chaps who distributed Game Genie, the boyos who are producing the Nintendo NES hand held, the folks who will allow you to play your Game Boy games on a TV – are now preparing us to play NES games from tape! The idea is that, via a special NES-type interface you will be able to load NES games from cassette.

Is this a wise move? Surely it's a step back into history? However, Camerica believe that it'll mean cheap NES games. Less than half price, in fact. You can almost hear Nintendo's lawyers chuckling in anticipation.

IMAGINE ALL THE CARTRIDGES...

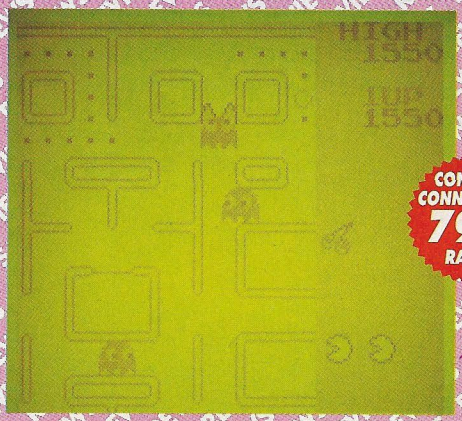
West Yorkshire based Imagitec is piling the console conversions in a small corner ready for release. American Gladiators is based on a thoroughly silly American TV series which Imagitec's Martin Hooley describes as a sort of, "...violent It's a Knockout"! This game is being produced for the Super Famicom.

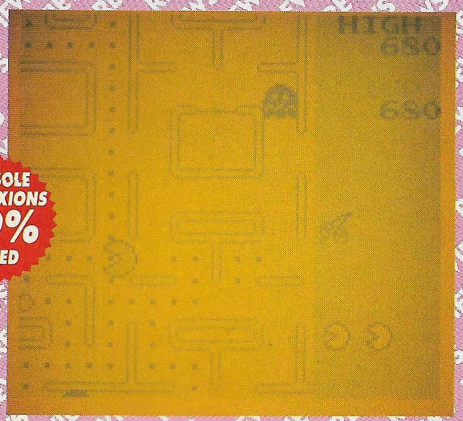
On the Lynx, Super Famicom and Game Boy will be Viking Child a beat'em-up, alongside something called Nasty which promises to be a mixture of clowns, cuddly toys and chainsaws!

NEW MEGA DRIVE GAMES

Many thanks to Whizz-Kid games for providing the following list of upcoming Mega Drive releases:

TITLE	APPROX. DATE
Warrior of Rome	July
Ultimate Qix	July
Street Smart	July
Rings of Power	July
Fantasia	July
Phantasy Star 3	July
688 Attack Sub	July





CONSOLE CONNEXIONS 79% RATED

GAME: PACMAN
MACHINE: GAME BOY
PRICE: £24.00
SUPPLIER: PC ENGINE SUPPLIES

After years of residing in arcade machines and home computer arenas Pacman has finally gone portable for the Nintendo Game Boy. All of the original feel and fun are retained in this arcade classic. Also translated into Pacman is the option to view either a large partial screen or a smaller complete screen. A special two-player option allows a head to head.

The cart uses the standard Pacman maze – fans of the older conversions on other machines will be pleased to learn that some of the old patterns work on this new conversion.

Each ghost has its own 'home-corner' that they must return to after they leave the centre box for a certain time period. Good players will take advantage of this and the various safe spots located throughout the board. One helpful tip is the fact that hungry ghosts cannot enter the tunnels immediately above the centre box from the bottom entrance.

Classic arcade action is Pacman, although hardly original in today's market. This classic tag could fall both ways. However, Pacman does succeed because it fits into the Game Boy's image of neat, simple games with bags of gameplay.

CONSOLE CONNEXIONS 92% RATED

GAME: MUSHA
MACHINE: MEGA DRIVE
PRICE: £35.00
SUPPLIER: WHIZZ-KID GAMES

It's an invasion so large the galaxy is virtually helpless. The last hope is your special tactical force of ace fighter pilots. Equipped with the latest in attack hardware – Metallic Uniframe Super Hybrid Armour or MUSHA, you must destroy their base.

With spectacular multi-plane 3D graphics scrolling at different rates and gameplay that offers constant, intense action, MUSHA comes off as one of the best vertical shooters on the Mega Drive. The main weapon has a feature where you can rotate the firing direction or let it go and seek out the enemy. It can also fire forward, three-ways or back. Power-ups are plentiful and can be upgraded several times.

Nothing disappointing about this game. Great graphics, sound and gameplay. Cool power-ups with a nifty cinematic demo. Excellent stuff – groovy, even.

GAME: GO! GO! TANK
MACHINE: GAME BOY
PRICE: £25.00
SUPPLIER: ELECTRO GAMES

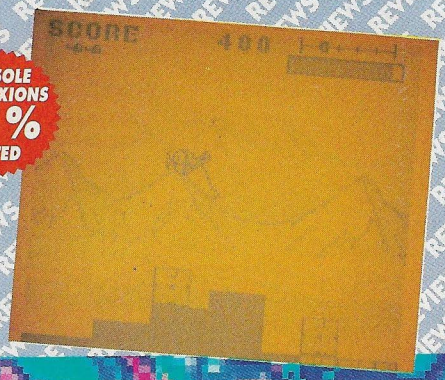
Your mission: guide a super-powered tank to an enemy base by creating stepping stones for the tank to travel upon. Enemy installations will attempt to stop you, but don't despair!

The object is simple just grab blocks and place them so that the tank may proceed. If the tank hits a wall, it sustains damage and turns around. The tank can also be damaged by falling blocks or targets. Take care not to lose blocks because you can trap the tank in a crevice and not be able to free it again.

You also get the option of a two player mode. The aim of this game is to try to reach the end before your opponent does.

Go! Go! Tank is a tough game principally because of the aircraft's motion. The plane tries to stay at the top of the screen until you force it down. However, as soon as you stop moving it down it springs back up again.

CONSOLE CONNEXIONS 71% RATED



Spiderman	August
Alien Storm	August
Super Volleyball	August
Storm Lord	August
Cross Fire	August
The Immortal	August
Raiden	August
Road Rash	August
Dinoland	August
Streets of Rage	September
Shining in Darkness	September
Toe Jam & Earl	October
Decap Attack	October
MERCS	October
Quackshot	November
Golden Axe II	December
Mario Lemieux	December

GAME GEAR ADD-ONS DUE SOON

July should see, finally, the arrival of the Game Gear carry-case and rechargeable battery, plus the car power adaptor. In September the TV Tuner should make an appearance. Ask your favourite mail-order company about availability of these items, I'm sure he'll be only to willing to help.

MORE SONIC INFO

I recently reported in this very column, that Sonic the Hedgehog would be bundled with the Sega Mega Drive. But what of Altered Beast? This popular cart has been the standard bundled game for some time now. It appears that when Altered Beast has run out Sonic will be the default. Also, a 'Free Sonic' coupon will be included in the box up until it physically appears. This is the immediate situation in the States but this will more than likely be the case in the UK, too.

ATARI AT THE CES?

Officially, Atari was not at the recent American CES show. Unofficially there was one or two representatives hanging around who provided a few snippets.

On the floor, the only Lynx rep was at the Telegames, mail order stall where the new Fidelity Chess game was being shown. On the Lynx the rep said that the company had a suite, but had decided against a floor booth. Seems like Atari and its marketing contradicted each other.

During the conference on hand helds the president of Atari's Lynx division spoke, "Atari will begin a harder push on Lynx accessories starting this month."

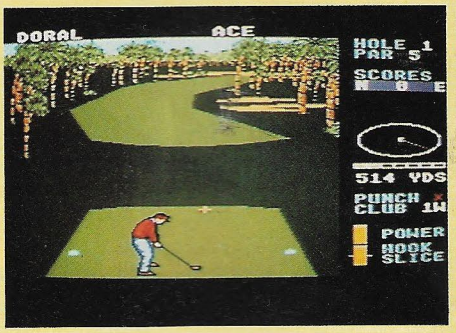
This statement is believed to refer to more cases, sun-visors, car cigarette lighter attachments and so on. Questioned on the apparent shortage of the latter accessory he stated that,

"We underestimated the popularity of these units and they were under-produced."

IN GEAR

The following software titles are expected to be released in 1991 for the Game Gear.

They include: Leaderboard Golf, Woody Pop,



Face Card, Sweep, Joe Montana (two player), Outrun (two player), Spiderman, Ninja Gaiden, Space Harrier and Chessmaster.

Thanks to:
***Electro Games**, 2 Overton Drive, Wanstead, London E11 2NJ. Tel: 081 530 8246*
***Whizz Kid Games**, Unit 9 Mid Kent Shopping Centre, Adlington Park, Maidstone, Kent. Tel: 0622 766010*
***PC Engine Supplies**, The Village, Newcastle-U-Lyme, Staffordshire ST5 1QB. Tel: 0782 712759.*

GAME: RESCUE OF PRINCESS BLOBETTE
MACHINE: GAME BOY
PRICE: £25.00
SUPPLIER: ELECTRO GAMES

David Crane's The Boy and his Blob are back and, this time, they are searching for the Princess Blobette. It is believed that she is being held prisoner by the Antagonistic Alchemist of Blobolonia who is aspiring to become Emperor. He's trying to take the Emperor's place so he's captured and caged the beloved Princess as part of his plan. Worse still he's locked the Boy and his Blob in the castle's tower!

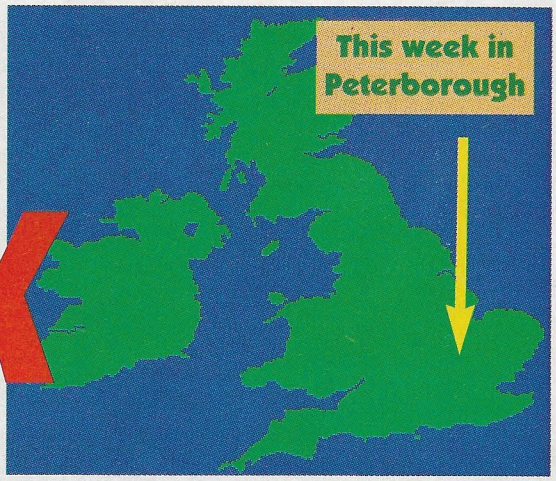
However, if you have the right jelly bean you can change the Blob's shape which can help you to escape (turning him into a key). The game screen of this horizontal scrolling platform game shows from top to bottom, the score based upon the treasures collected, number of treasures left behind, number of peppermints collected, lives remaining, the number of indicated flavours remaining and the jelly bean flavour you have selected.

You start with seven jelly bean flavours, but can pick up more. Each bean turns your Blob into a different shape – isn't imagination wonderful?.

The Rescue of Princess Blobette is an engaging game that presents a good few puzzles that'll have you scratching your head. Sound is good but graphics are only average. However, the gameplay is the best feature of this game.

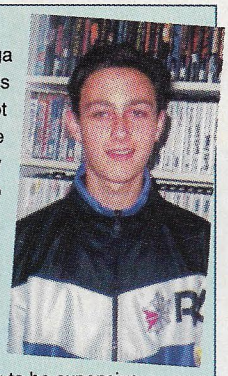
CONSOLE CONNEXIONS 82% RATED

This week in Street Talk we're off to Peterborough. We popped into Logic Sales and found out what's tantalizing the games players' taste buds. Who knows, maybe it could be your town on the hit list next!



STREET TALK

Davin Griffiths (16)

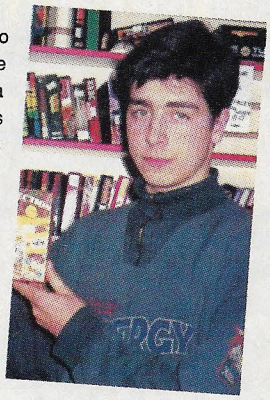


I've got a Mega Drive and I think it's amazing. I've got eight games for the system and my favourite one has to be John Madden's Football.

I am thinking of getting a Super Famicom when they come out, but I'm sure they're going to be expensive.

I've been into games for a year and I like playing and watching football. I support Everton (who? – Art Ed).

Anthony Frost (16)

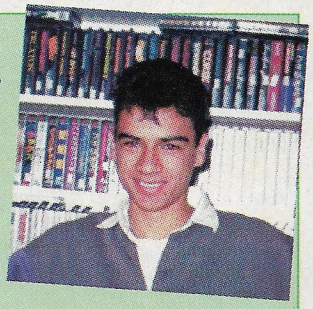


Do I really have to tell you what I've got? I've got a Spectrum 48K, but it's fine for playing games on. The games I buy for it are budget titles, and I do like the Dizzy games a lot.

Usually I buy a game a week, but only spend around three quid on them.

I really like the Nintendo, the games are superb. The plug-in-and-go system on the Nintendo is great, it's a pain waiting for my Speccy to load.

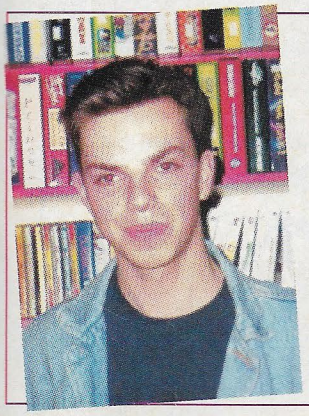
Michael Smith (16)



I've got a Mega Drive, which I got for Christmas. I think that it's definitely the best system available at the moment.

I buy a game a month, which usually costs about £35. I'm looking for Thunderforce III after playing it on a friend's system – it's great.

The next lot of games I've got lined up to buy are – Wrestle Wars and Mickey Mouse Fantasia.



Duncan Wyllie (17)

The latest game I've got – which is also my fave – is PGA Golf Tour I bought it a week ago. Sometimes I also buy a few budget games.

I've got an Amiga. I think it's the best machine I've ever seen. The sound and graphic capabilities are mind-blowing.

I work in McDonald's at the moment. It's not a bad job – but it beats going to school. My interests are cricket and football, but using my Amiga has to be at the top of my list.

Angela Jewkes (Over 21)

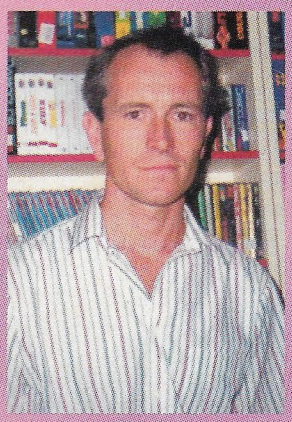
To tell the truth I'm not here buying games for myself I'm actually here in search of software for my nine year old son. His favourite games – at the moment – are the Dizzy series.

I usually buy him one a fortnight and they're mainly budget titles. I tend to buy him a full-price game for his birthday or Christmas.

The magazine he reads is Let's Compute. It's really good, because it also teaches him how to program as well.

SHOP TALK

Steve – the manager



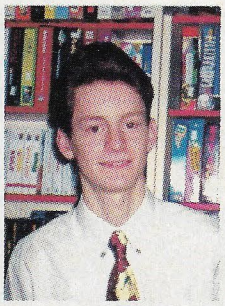
Logic Sales has been going for about eight years now. I own the shop along with other members of my family. Amiga software is selling well, especially Eye of the Beholder along with role playing games.

The customers are mostly in the age bracket of around 16–30 years old. But we do get a lot of older people coming in to buy business software.

If I get a little of time to myself I usually pick up the Game Boy and have a quick go on Tetris. We do a lot of Game Boy titles, quite a few of them are imports.

Top 10 best sellers

1. Eye of the Beholder
2. Railroad Tycoon
3. Mickey Mouse
4. Bubble Bobble
5. PGA Tour Golf
6. Ferrari Formula 1
7. WWF Wrestling
8. Robocop
9. Madden's Football
10. Power Up



Mark Gibson (17)

For nearly two years I've been working full time in the shop. I really enjoy it. I own a Game Boy and an Amiga. I've had the Amiga for about a year and a half and it's by far the best machine around at the moment.

Most of the games available on the Amiga are superb. My faves would have to be Kick Off II and Armour-Geddon.

Julia Huckstep (26)

My parents and I share an Atari ST. They use it mainly for business, but I use it for playing games on. My favourite games are Pang and Puzznic. At the moment I am thinking of buying HeroQuest, I've heard such a lot about it.

My interests include photography, and I also coach a local ladies' hockey team.

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Sneak Preview

SECRET WEAPONS OF THE LUFTWAFFE

Prepare to experience the ultimate air combat simulator as Lucasfilm Games proudly presents its latest masterpiece. Secret Weapons of the Luftwaffe recreates one of the longest, bloodiest and bizarre air offences in history: the 1943 – 1945 campaign by the United States 8th Air Force to cripple the industrial might of Nazi Germany.

American B-17 'Flying Fortress' bombers, protected by P-51 'Mustangs' and P-47 'Thunderbolts', conduct strategic bombing raids against Germany's massive oil refineries, factories and shipyards.

Early in the campaign their most formidable adversaries were the superb Messerschmitt ME-109 fighter and the Focke-Wolf 190.

However, towards the end of the war, Germany's fabled scientists and engineers contributed some genuinely awesome new weapons.

Best known is the Messerschmitt ME-262, a twin-engine fighter with an amazing top speed 150 miles an hour more than the P-51. Armed with both rockets and cannons, the ME-262 seemed virtually invincible.

The ME-163 rocket plane looked like a miniature forerunner of the space shuttle. Fast, deadly, but frighteningly unstable being as dangerous to its pilots as it was to the American attackers. Most bizarre of all was the Horten designed Gotha 229. This jet-powered flying wing was only just being perfected when the war ended.

The bomber is in your sights, you fire off a round

What would have happened if Germany had accelerated research and development efforts earlier in the war? Like with their other air combat simulators, Lucasfilm Games approached pilots who actually flew the real aircraft and asked them to offer observations and experiences.

The game's programmers have improved on acclaimed features such as camera replays and the mission builder. In addition Secret Weapons of the Luftwaffe also features an Expert Mode in which players will experience G-force and adverse wind conditions.

The game's designer, Larry Holland had this to say about his latest project: "Combat simulator fans have discovered that World War II set the stage for the most exciting aerial dogfights in history.

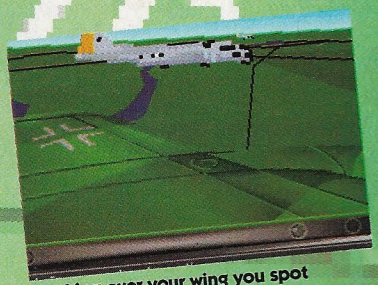
It was seat of the pant's flying where pilot skill counted more than technology, and where you encountered your enemy up close, not as blips on your radar screen."

Secret Weapons of the Luftwaffe will be released in August on the PC with the Amiga version to following later. Unfortunately there won't be producing an ST version. High end PC owners will enjoy the luxury of 256 colour displays.

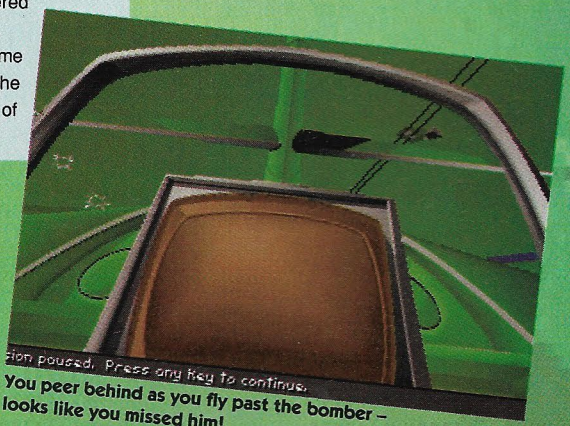
In addition everyone will be able to experience the improved animations such as bullet-shattered canopies and oil smears.

In summary, this game looks set to be one of the most exciting releases of the year, I can't wait.

When travelling in excess of 400mph, landing is hard



Looking over your wing you spot an American bomber



You peer behind as you fly past the bomber – looks like you missed him!

GO-GLOBAL

Go-Global edited by Leslie 'Yes, I confess I luv Dannii Minogue!' Bunder

MUSIC... A few weeks back I wrote about a **Mario Bros** rap which should be be hitting the dance floors later this year. An eager-eyed reader, young Jason Dutton from Manchester has got hold of a 12 inch import featuring a Mario Bros rap. So what's going on and why didn't I mention it?

Well, **MCA Records** the huge Japanese entertainment company has the rights to official Mario Bros music, so any records appearing at the mo are not official. Still, according to Jason, his Mario Bros rap is a real groovy, happening thing!

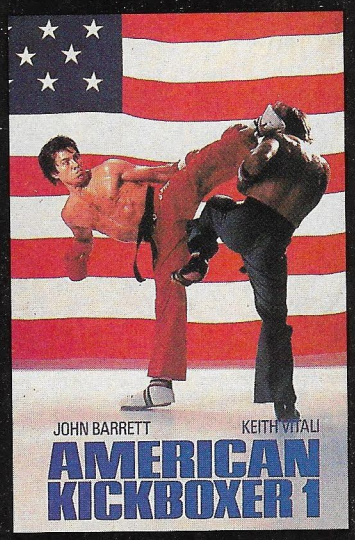
Ye olde English wrinklies **Dire Straits** are off on a three year world tour starting in good ol' England in August and sponsored by Dutch hi-fi giants Philips. They'll be hitting major sites around the country, so check out your local press for details.

MOVIES... Watch out for the latest superhero to save the world from doom and gloom. **Rocketeer** is his name and

killing baddies is his game. Due to be released next month, it's set in 1938 and is all about a stunt pilot, Cliff Secord who finds a 1938'ish Jet Pac and with it gains enormous powers to fight baddies.

Check out **Timothy 'James Bond' Dalton** as a Nazi who is after Rocketeer and his Jet Pac. Plus watch out for the game of the film later this year.

VIDEO... Get ready for some fast action in **American Kickboxer 1** (18) on sell through. It's all about a world champion kickboxer who's



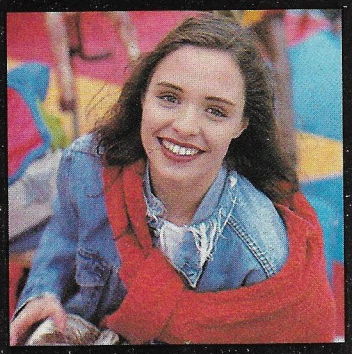
been framed for a murder he didn't commit. Heard it all before? Yes. Seen the intense action packed scenes? No. So check out this Rocky style presentation.

TV... Did you manage to see the last eposide of **The Paper Man** – all about a media tycoon who takes over the world. Well, did you manage to spot an Amiga 3000 which was being used for word processing. Whatever next, I ask myself! An ST on Top Of The Pops? – Of course I know it's been done.

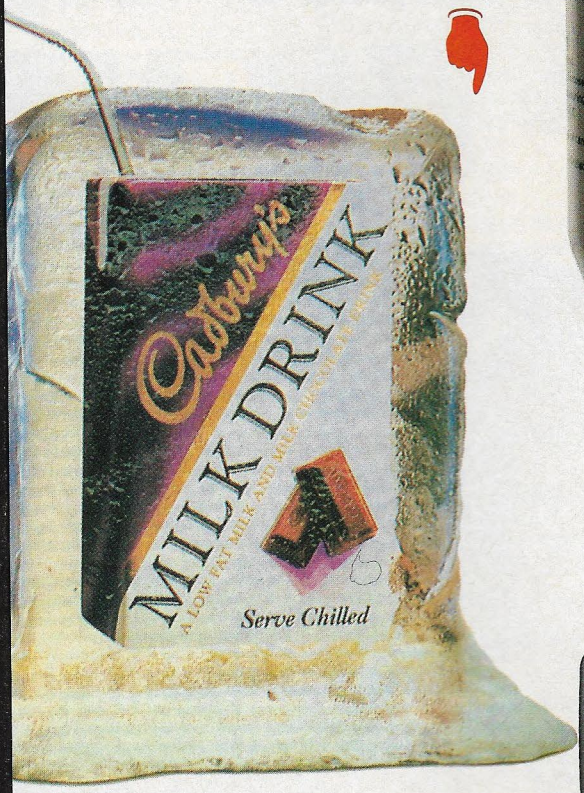
Heathers makes its SKY Movies premiere on 30 June at 10pm. Watch out for a brill performance from **Wyonna Ryder** in this cult movie.

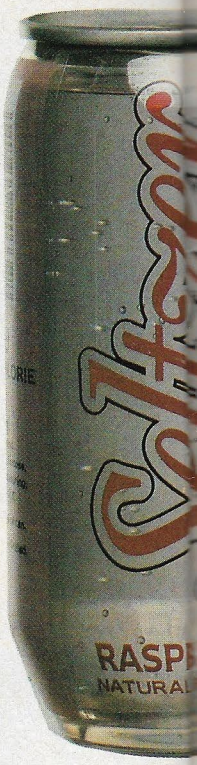
InDEED!

Well, here she is. **The Sixth Sense girlie** who just luvs fun and games. If any reader knows who this lass is can they write in, 'cause we'd love to know who she is and what her fave Nintendo game is.



Chocolate milk is all the rage at the mo from Cadburys. The promise is that this new 200ml size will give drink punters maximum consumer enjoyment. Check out the new size for yourself at all good newsagents and supermarkets now!



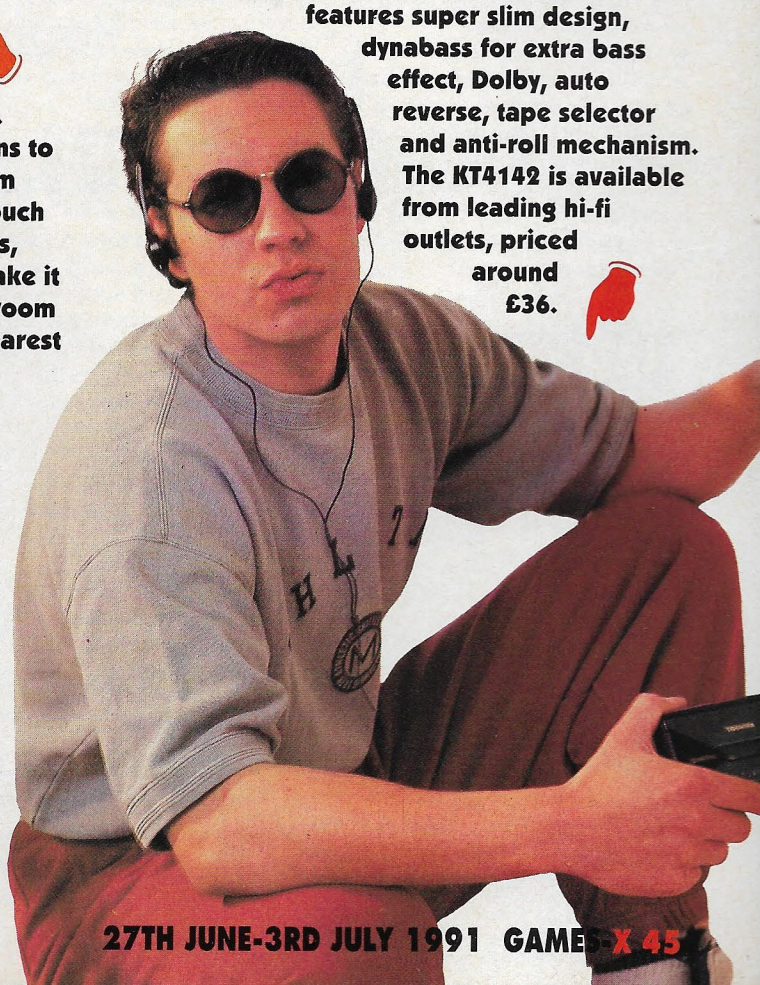


Wow man, get a load of this. Yeeehhh! is totally and utterly right-on bro! Following on from the mega successful AAAAHGGG!, Tomy has now brought out Yeeehhh!. The object of the exercise is to get all five steel balls around obstacles and make it to the end before the timer runs out. If you're looking for some crazy action, then Yeeehhh is right up your street. Priced around £11, it's available from all leading toy shops and department stores.

Looking for a cool drink to chill out with in the long hot summer? Then look no further than your nearest newsagent or supermarket and check out Seltzer. With a variety of pure natural flavours including raspberry, tangerine, vanilla and lime and lemon, to choose from, Seltzer is a soft drink with style!

Have you got the power! If you haven't then Sanyo has the street system for you. The MCD Z55 features a whole host of features and functions to make you a much respected person. It's got 20 track random programmable CD with CD to tape high speed dubbing, one touch optimum graphic equaliser, twin auto reverse cassette decks, automatic music search, remote control for when you want to take it nice and lazy plus enough watts per channel to make your bedroom go electric! If you can't wait to hear more, pop along to your nearest hi-fi outlet and check it out.

Are you looking for a personal stereo that will give you instant street appeal? The good news is that Toshiba has just brought out its new top of the range personal stereo. The KT4142 features super slim design, dynabass for extra bass effect, Dolby, auto reverse, tape selector and anti-roll mechanism. The KT4142 is available from leading hi-fi outlets, priced around £36.



Is that a tape in your pocket, or are you just glad to see me? Wouldn't it be nice if cassettes could actually fit into your pocket? Well, that's exactly what the designers of the latest range of Fuji audio tapes have come up with, tapes that not only give you brilliant sound quality but come in an ultra slim case. Check out the new JP-IIx from all good hi-fi and tape suppliers.

Hi guys and gals! Your letters are coming in by the bucket load. The PO told me that they've had to hire a van just for *Games-X*. Where are these piccies of your horrendous mugs, or are you really just too modest? Write to: X-IT, *Games-X*, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

X-IT

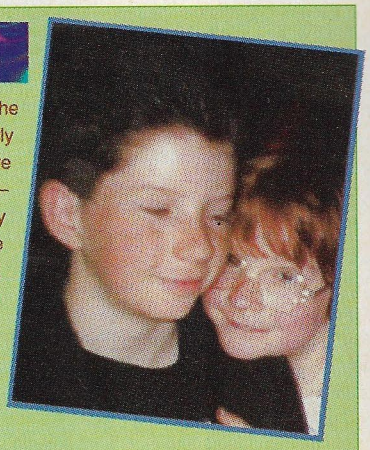
WISE GUY

STAR LETTER

As soon as I saw *GX* on the shelf I grabbed at it eagerly and read it (I can see we're going to have to get it wrapped in plastic – Unc). I thought, what a brill mag and only 60p, so I got on my bike and raced home to get some dosh. Then I went back, bought *Games-X* and placed a regular order for it with the newsie.

Please keep up the good work – it's really great to have something to look forward to every week!

Peter Yeo, Bristol.



At last somebody with enough up top to actually place an order with his newsagent for Games-X. So you see you simpering whinge bags who write every week saying you can't get your hands on the mag, it's hardly that difficult – do it now!

Like the passionate piccy Peter, who's the girl? Not just a good friend from the look of it!

Just to show that we care, there's a roll of recycled toilet tissue in the post to you, courtesy of Pam and the lads.

DOG FOOD

I have some questions to ask you.

- What the heck is PAL?
- Is the Mega Drive and its games worth the money?
- If any of your staff have any spare Complete Guide to Consoles can you please send them to me?
- Will Super Off Road Racer be coming out on the Mega Drive?
- Does the official UK Mega Drive play official USA MD carts?

L Simmons, Liskeard.

- *PAL is prolonged active life for dogs – has marrowbone jelly in don't ya know. Seriously, it stands for Phase Alternate Line and has something to do with the video signal and the quality of colour emanating from the console.*
- *The Mega Drive is certainly a fine piece of equipment. As to whether it and the cartridges are worth the money, is something that strictly depends on your financial point of view. In other words, if I had the dosh I'd buy it. The carts are becoming far better value for money with an emphasis on enhanced and more extended gameplay.*
- *No guides to spare I'm afraid.*
- *Don't know about Super Off Road Racer, but I've asked the Wood Gnome to find out for you.*
- *The UK Mega Drive and the US Genesis are the same machine except for the casing. The cartridges will run on both.*

BOG OFF

As you can see (imagine a picture of a loo – Unc) I am a toilet seat (strange person! – Dr X) and that's my mate the loo roll beside me. People are always bringing *Games-X* into the lav and they then leave it on me. This is how I read this brill mag.

The cold tap just told me it's got a Famicom (yeah, and I suppose the cistern is in love with the U-bend – Dr X). Don't put me in cheek of the week (no fear of that – Unc) since I've had enough cheek these last few days!

Peter Treston, Co Dublin.

You're a strange one, Peter. Nothing to do with the peat bogs up the road from you, I suppose – you know, delusions of grandeur and all that!

BUY, BUY, BUY

I would like to say thank you for printing "The Fist Fight" in issue two. I used it to upset a kid called Bruce – don't worry he's not Australian – (did I say I had anything against the Aussies? – Unc), who thought that the Lynx was smaller than the Game Gear and that it had more screen colours!

Please don't tell anyone that I've got a Game Boy (tough! – Unc).

By the way is your art editor *the* Jonathan Ross?

PS If you print this letter all my family will probably buy *Games-X*.

James Urmston, sunny Manchester.

You obviously know the reason I'm printing this letter. Hopefully, you have a very large family, James – nine brothers and sisters, no end of uncles and aunts, grandparents right up to great, great on both sides, plus three dogs, seven cats, gerbils and hamsters by the score, and a pond full of fish, frogs and newts: and of course they are going to buy one mag each, aren't they?

*Yes our art editor is **the** Jonathan Ross, probably not the one and only, but as far as Keri is concerned **the** one.*

I LOVE UNC

I was wondering how a complete moron like Dr X gets mentioned so much, especially on YOUR page. I think you should feature more and more, and the Doc should get a swift belt over the cranium with a disk drive using extreme force.

I reckon you are great and I love X-it. It helps a lot with boredom – you know reading ST Action etc.

Could you please tell me if you know of anyone selling a Mega Drive for around £100 because I hope to be getting one soon?

Well, got to go and sit outside Asda for another week to wait for *Games-X* to reappear on the shelves.

Guy Colbon, Wallasey.

Trouble is, the moron, as you so aptly call him, has some kind of hold over Pam, our production editor (fweep – Dr X), who is the last to see these pages before they go to print – wouldn't surprise me if these comments mysteriously vanish. Don't you think it would be a bit of a waste of a disk drive?

Glad you like X-it, but try not to run poor Alan Bunker down too much, he does his best!

Can't help you get a cheaper Mega Drive other than getting a friend who's going to the States to bring one back, but then I think our customs people might get a tad interested.

MR PERFECTION

I have been reading your mag almost since it was launched. I feel it is good value for money, but why do you put Go-Global in? (here we go again – Unc) My friends and I reckon that it's rubbish, get rid of it!!

Here are a few pointers for *Games-X* (wow, thanks! – Unc):

I am going to buy a Game Gear soon, but I want to see more screenshots. The Lynx and the Game Gear have much better graphics than the Game Boy and I do appreciate there are more games, but give us a break! (where would you like it, arms, legs or head? – Unc)

Why do you have a poster in this mag? Who wants a picture of people that nobody ever heard of before on their wall?

Finally, in your Gallup Charts why don't you replace the Spectrum chart with a hand held one as hardly anybody has Spectrums anymore?

Apart from that I think that *Games-X*

CALLING CAROLINE

CHEEK LETTER

I am trying to contact Caroline Machin (who isn't? – Unc), one of the girls who you interviewed in Street Talk, issue seven. I would like to contact her because it would be nice to write to someone that has the same interests as I have (really original – Unc). I think we would really get on well together, so please can you help me contact her by either giving her my address or any other way possible.

Paul Hart, Shrewsbury.

My, we are desperate! What other readers don't know is that this is the third letter from Paul in his search for true love.

I don't suppose your desperation has anything to do with the fact that Miss Machin is quite an attractive young lady? I wonder if you would have persisted quite so hard if she had been a Clive?

Get out of here, Paul, this is not a dating agency, and for all you potential suitors out there – do your own dirty work. I'm sure Caroline has plenty of young men to fight off without you closet Romeos.

Give me a ring soon, Caroline, and we'll fix up a time and place!

is the best mag on the market (glad we meet with your approval – Unc).
Andrew Wallace, Pinner.

I know what I'll do – put all the Go-Global fors and againsts in a field and let them fight it out. Will someone please let me know the result.

The more Game Gear carts that come out the more we can review. We can't just make them up. I must insist that it's unfair to compare the graphics of the Gear with the Boy – they are quite simply different, and suit different games and pockets. But saying that, R-Type is available on the Game Boy!

Don't like the posters, eh? Well then, don't put them on your wall and let us know what you'd like to see on the poster pages.

Are you trying to start a war or something, there are loads of Spectrum users out there? As for the hand held reviews we do those already did you but notice: well, for the Game Boy anyway!

Keep sending in those wonderfully critical letters.

THIRD DEGREE

I'm going to the US in July and am hoping to buy the Engine GT out there.

- Will carts bought in this country work on the US GT?
- Is it true that the screen can become blurred due to the carts being designed for the big screen?
- If I bought a mains adaptor in this country will the GT run off it?
- Can carts and the GT become damaged by X-ray machines?
- Could you give me the price of a GT in the States?

Please answer these questions soon as I've got a Speccy and I want to know that I can finally get rid of it!
Darren Murray, Herts.

Aren't you lot asking some questions this week? Alright for some nipping across the pond for your hols – can I come too?

- *Carts bought here will work on the US GT.*
- *Haven't run across any problems with screen blurring up to now.*
- *A UK mains adaptor will run a GT.*
- *The carts and machine itself should not be damaged by X-rays, but watch out for those metal detector frames.*
- *A GT costs $99 in the States.*

I bet you loved the Speccy once upon a time, so don't run it down. Oh, and a word of advice, do declare your purchase at customs when you return to the UK, you may have to pay some duty, but it's better than being confiscated!

DISAPPOINTED

I own an Amstrad GX4000. I bought it because at the time the graphics, colour and sound was great.

Navy Seals and Robocop II are two excellent games for 8-bit technology, but when I got Batman and Operation Thunderbolt, I found the graphics and colour very disappointing. At £25 a time it is very expensive to find this out after you've bought the game.

Are there any software houses making good quality games, which are better all round.
S Smith, Coalville.

Not Simon Smith and his amazing dancing bear! Any chance your town has, or once had mining connections?

Some games are disappointing when you buy them for a number of reasons, that's why mags like Games-X are around, to try and help you make your choice. Even if mags don't mention your particular format, have a look at game reviews on other machines – it is usually the case that conversions are not too dissimilar in quality of product.

SPRUCE IT UP

I have a few ideas to spruce up *Games-X* and make it the most interesting magazine this side of Alpha Centauri (isn't it already? – Unc).

PD and shareware releases are a godsend to us poor-pocketed PC owners (my heart bleeds – Unc). Why don't you review some of the brilliant shareware recently released, such as Captain Comic and Commander Keen?

Mario Brothers is the most playable and addictive game on the market, yet it is only available on the Nintendo. Have they any plans to release the game on home computer format? If not can you recommend a good platform game available for the PC that I can waste my free time on? Is it worth waiting for Sonic the Hedgehog?

I am looking to buy a mouse-driven adventure game (thought you said you were skint? – Unc), something with decent puzzles but not too difficult. I was thinking of Wonderland or Monkey Island. What do you think?
Neil Laidler, Tolworth.

We are starting to get regular items of PD and shareware into the office, so keep your eyes peeled.

As far as I know Mario Bros are not going to appear on home computer formats in the immediate future. However, Sonic is and from the look of the game on the Mega Drive, you will soon become a convert!

Monkey Island is a fair bet, but don't rule out Heart of China.

CLOSING QUIP

Another week another £1.50 to eat away at the overdraft (you earn THAT much? – Ed). Lots of requests for the name and address of Caroline Machin, so I thought if you're reading this Caroline write to me and I'll send you a T-shirt for services rendered to that handsome dog, Uncle X! (That's a matter of opinion – Dr X)

IN NEXT WEEK'S PACKED MAG

★ **The second of our coverdisks with one massive level of Psygnosis' Blood Money. This blast from the past will soon be available on its new budget label, Sizzlers**

★ **Tips so detailed you can throw away the instruction booklet**

★ **Loads of reviews on more formats than you have fingers to count!**

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Senior Staff Writer: Alex Simmons
Staff Writers: John Davison, Richard Emms, Brian Sharp
Contributors: Leslie Bunder

ARTWORK
Art Editor: Jonathan Ross
Features Art Editor: Fiona Howarth
Asst. Art Editor: Rob Sharp
Feature Photography: Ian Fox (061 499 3605)
Interview Photography: Stephen Hepworth (0433 21624)

COMMERCIAL
Group Ad Manager: Nadia Lawlor
Ad Manager: Steve Darragh
Circulation Director: John Burns
Production Manager: Carolyn Wood
Ad Consultant: Rita Keane
Marketing Manager: Neil Dyson
Mkting Consultant: Michael Meakin
Publisher: Hugh Gollner
Managing Director David Hirst
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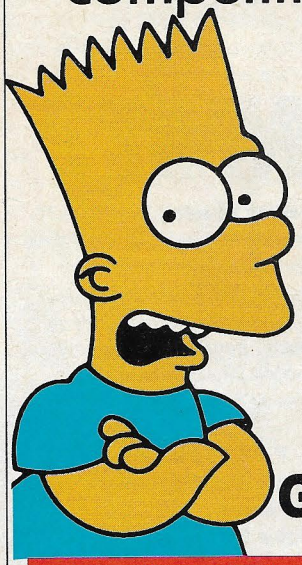

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